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MARCH '92 ISSUE 124

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T2 T-SHIRT!!**
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AMIGA



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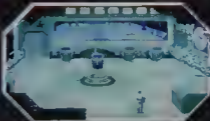
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MARCH 92 ISSUE 124

WIN ANNIE'S OWN T2 T-SHIRT!

AMAZING! We've got hold of the actual T-shirt as worn by Arnold Schwarzenegger in Terminator 2 - Judgment Day - and we're GIVING IT AWAY to the oh so lucky winner of this stunning compo! How do you enter? Go straight to page 26 and bloody well find out! You can't afford to miss this one!

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REVIEWS

ED FIRST

Movie sells, Milk Tray men. Because the ladies love Tim Boons, and he's got much more to offer than a soggy box of chocccies. Well, charm, good looks. You name it, he hasn't got it...

6

GAMEBOY

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GAME GEAR

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GET INTO GO! FAB FIFTH ISSUE!

Another incredible helping of the greatest FREE mag in the universe! Ghostbusters - the phantom-smashing foursome! In the front of Britain's best hand-held mag in a Gems Boy version of the smash hit movie Ghostbusters 2! Look out too for the brilliant Wagon Land on the Game Gear, perfect pinball in Time Cruisers II on the GT and oodles of news and previews straight from the CES in Las Vegas! It's hot, it's right here!



West Midlands is the hero
behind the fabby...

EDITOR TIM BOONE

(100 per cent fashion)
'Years ago I used to own this enormous pair of Ballycrusheen shoes with soles so massive I could hardly walk. I wore them with my Bay City Rollers T-shirt and tan and flared trousers and thought I looked dead and in fact I looked like a reject from a plastic turd factory.'

DEPUTY EDITOR FRANK O'CONNOR

'I used to have this really stupid pair of flared cords with enormous purple patches all over them. They were massive and whenever I walked down the street everyone would stop and stare. Then they would start laughing and I never knew why...'

ART EDITOR JON BILLINGTON

'I used to have this enormous bright red and black mohair jumper that made me look like Denise The Maniac. I wore it all the time and the hairs used to come off and give me asthma, but I thought I was so cool and it's only now I realise what a pranny I was.'



DONALD AND DAVY STOTT'S HOTLINES

21

Oh, Donald. I can't remember what prizes are being given away in the Hotlines this month. Aw Davy, man. You've been struck by Hotline Prize Disrememberance, haven't you? The prizes are a Super NES, a Megadrive, a PC Engine and a Game Boy. Hey, Don, that Game Boy stinks of marzipan. Marzipan's private, Davy. Anyway, that's quite an acrid, vinegary smell.

YOB'S MAILBAG 45

This month CVG's odious orator has taken time out to verbally abuse and generally laugh at some of the more unfortunate cretins who read the mag. Are you one of the pathetic few who our man YDB has decided to destroy in this issue's Mailbag? Find out!

PAUL RAND'S DODGY FASHION CHEAT MODE

53

Roll up! Roll up! It's the greatest hinta section on Earth! Your cheatmaster and all-round good guy Paul Rand will be taking you lucky people on a roller-coaster ride of tips, traps and more tips - can your brain take the strain?

NEO GEO GREATS!

64

A couple of new carts have just been released for the magnificent Neo Geo: Streetfighter 2 clone Fatal Fury and Final Fight look-a-like Robo Army. The CVG lads take these white-hot goodies apart - 'cos that's what we do best!

SADIE'S SCORES

67

It's Official UK High Scores time again, as Britain's meanest momma, Sadie, wades through your anarchy, picks out the highest achievers and pours scorn on the sad simpletons who have to make up a score in the vain hope of slipping through the net. No chance.

NEWS

8

Did you know that you can get a Big Mac, Iria and a regular soft drink for only £2.88? Isn't that amazing? Not when you discover some of the happenings throughout the kerrazzy, mixed-up world of computer and console games - now THAT'S amazing!

THE 10TH ANNIVERSARY GOLDEN JOYSTICK AWARDS!

15

They're back! The EMAP Golden Joystick Awards are the big One-Zero this year and, to celebrate, we're offering one lucky reader a staggering FIVE HUNDREDS POUNDS worth of software for his or her format! But you've got to be in it to win it - find the details and the voting form inside!

THE MAN WITH THE HAT'S A HIT!

36

Everyone's favourite adventurer makes a long-overdue return to the games scene as Indiana Jones and the Fate of Atlantis is a completely original action game starring the whip-crackin' wonder. We take it to bits in another CVG Exclusive AND take a peek at the forthcoming Lucasfilm adventure of the same name. Wow!

MEGA CD - THE FIRST GAMES!

70

YES! No sooner do we take delivery of a spanking new Sega Mega CD, than we've been and got the first two CDs available for this wonder-machine! Are they worth the effort, or do you want to eat your dinner off them?

ARCADE ACTION

81

Something a bit spash this month - the CVG and Mean Machines crew toddle themselves off to the Trocadero Funland for incredible EIGHT-PLAYER thrills 'n' spills on the new Final Lap 2 coin-op! It's incredible!

PREVIEWS

90

Specs Gun, Paraol Stars, Indy 4, Leisure Suit Larry 5 - games so hot that you'll have to flip a bucket of water onto your copy of CVG before it sets fire to your house! They've all been wrapped in asbestos and inserted into this month's Previews - miss them at your peril...

STAFF WRITER PAUL RAND

"I used to have this big collection of really crap old jumpers. They all had holes in and they were really horrible colours like bright yellow. All of them had beer and lag stains and I was totally crap - so I suppose I better stop wearing them..."

MANAGING EDITOR JULIAN RIGNALL

"When I was a lad I used to go to this really trendy disco called Tole to Tole in Stevenage and I had this crushed velvet jacket that made me look like a complete spaz. It isn't not enough I had these huge linked cords to go with it and everyone thought I was John Travolta's sonchild..."

on the
the illi
erson
the
Time
night

Welcome to another jew-droppin', eare poppin', hip-hoppin' issue of the world's greatest games mag! Inside these fun-filled pages you'll find literally hundreds of the hottest games on the planet - and CVG's first with 'em all!

But before you flood your incontinence pants with pure delight, check out the feb fifth issue of Britain's one and only hand-held magazine - completely and utterly FREE! Inside this month's GOI you'll find more mini-console action than anyone can handle, and it doesn't even cost one single pee!

This month CVG goes compo crazy with the greatest giveaway in the history of games magazines - we're actually giving away the T-shirt Arnold Schwarzenegger wore in Terminator 2! Incredible, we know, but we've got the GENUINE XL article - worn by the great man himself and completely unwashed - and it could be yours! Gobamecking though it is, this incredible compo is just the start of a whole heap of utterly amazing CVG giveaways. Watch this space!

Talking of which, CVG's getting better and better all the time - and something VERY special will be happening to the mag very soon! There are outrageously brilliant plans in the pipeline for the world's greatest games mag, and you're not gonna believe how good we're going to be! Stay tuned to this spot for more news next month, but for now enjoy yourselves and keep those letters coming in!

Tim...

STREET-FIGHTER II FIRST EVER PICTURE!

Here it is - the first picture of Streetfighter II on the Super NES! Unveiled by Capcom at the Las Vegas CES, SF2 is looking gob-smackingly brilliant - and you can read all about it in our show special in the News pages! What are you doing reading this? Turn straight there and check it out NOW!



▼ Neil Mackford from Bromley, Kent is the skill dude who drew



May the force be with you -
thanks to Dusty from
Church Lane, Scunthorpe!

LVL

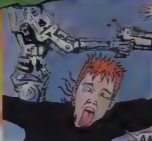
AFTER WASTING
BOWSER THIS IS
A DODDLE!

WELCOME TO
BNDSHVILLE DUDE

WHOOPS!
MISSED THE
ESCAPE!!

YEEKS!

ITS TIME FOR
SOME STAFF CHANGES
ROUND HERE!



DRAW YOUR WAY TO A MEGADRIVE!

Crikey! Judging from the response to the Drew The Boys compo we've been running, just about everyone who reads the mag has entered! If you happen to be the waste-of-time thicko who doesn't know what I'm talking about - yes YOU, Martin Shawcross of Kettering - we want you to draw fun-filled pictures of the CVG boys, just like the ones on the Review pages! There's a spanking new Megadrive (with Sonic thrown in) for the very best of the lot and free software to whoever we reckon should get some! Here are a few of the entries and we'll be printing loads more over the next few issues. So get those drawings off to: I'M SKILL SO GIMME THE MEGADRIVE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU Last chance!

Col Dunbar from Aberdeen take a bow for this mega pic! ▲



SONIC



I'M POND

EDWARD & ROBERTSON

BY ABOUT

THE DEPUTY

A Marc Archer's your main man for this tab leh

This is BRILL! Well done Khalid
Khandker from Eggbaston,
Birmingham!



ON DUTY...

**RIGNALL CVG RAND
& BOONE**


THE QUESTIONNAIRE STRIKES AGAIN!

Bloody hell!! It's been a paper mountain at CVG Towers for the past month while your Questionnaire forms flooded in! Post room heroes Rob 'n' George spent so much time sorting 'em out they didn't have enough time to get beaten at Kick Off 21 Anyway, in case you haven't filled yours out yet, dig out last month's ish and do it right now! We've got a staggering **ONE THOUSAND POUNDS** of free software to share between the first five out of the hat, and we'll print the names of the first 100 right here in the mag! So what are you waiting for? Get those Questionnaires in now!



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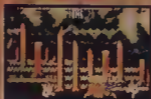
WHITE HOT

DOUBLE DRAGON

Your honour is at stake and survival is in your own hands as you fend off a gang of ruthless thugs who are prepared to fight to the end. Only a combination of lethal martial art skills and a belief in your abilities will give you a fighting chance.

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Available on your Mega Drive - February '92

NEWS

SPECIAL REPORT

OFFICIAL! UK SUPER NES! (IT'S A SUPER FAMICOM!)

The merry month of May will be a boggle for Nintendo fans across the land when Nintendo unleashes the official UK Super NES onto these shores - with more than a few surprises thrown in. So before your trousers burst with excitement, here's TIM DOONE with all the facts...

SUPER NES - THE FACTS REVEALED!

Hold onto your hats, 'cos the news is big for Super NES fans awaiting the official launch of the UK machine. First, it's definitely going to be released in this country in May. Second - it's not going to look like a Super NES at all. In fact, it's going to look incredibly similar to the Japanese Super Famicom and it will NOT be compatible with American or Japanese games. Crazy old world, huh?

Internally the machine will be identical to its American and Japanese cousins (except, of course, it'll be configured to run on UK PAL tetles), but it's going to look pretty much like the classic Super Famicom we know and love. But here's the really strange bit - it'll use controllers very similar to the Super NES joypads, all colour co-ordinated to look dead nice on your table-top!

SO WHAT DOES IT LOOK LIKE?

Confused? You won't be once you realise that the Super Famicom, Super NES and UK Super NES are basically the same machine inside different boxes. Quite simply, the powers that be at Nintendo decided that the UK version of the machine is best suited to the Super Famicom look.

So the official UK SNES will look like this - a Super Famicom called a Super Nintendo Entertainment System on the box with American-style control pads and a newly shaped cartridge slot to stop people playing grey imports. But you can bet your bottom dollar somebody will come up with a converter like they always do.

The Japanese Famicom - A British Super NES will look quite a lot like this



THE BATTLE BEGINS!

Nintendo have marked 1992 down as the year they do great things with the SNES in Britain - lacking the mighty Megadrive head-on, Mega CD and all. It all goes according to plan. Nintendo reckon they'll be launching a CD drive for the American SNES in 1993 at the ridiculously low price of \$199 (about £30).

Meanwhile Sega are gearing up for the official launch of the Mega CD in Britain in autumn this year, and they'll be releasing some topper titles (including, for certain, *Sonic II* on the Megadrive!) throw down the gauntlet. It looks like the stage is set for a real ding-dong battle between the two giants for the title King Of The Consoles - and at the end of the day it's YOU who decide who wins!

HOW MUCH WILL IT COST ME?

The official UK SNES will sell for £149, with the utterly fabby Super Mario World thrown in free, gratis and for nothing. Other early official titles will include *Sim City*, *F-Zero* (both pretty fab) and the utterly fab and compallly superb Super Tennis - the Tonkin House classic which has gone down in the CVG Hall Of Fame as one of the greatest two-player latta evars! Other titles will follow soon after, probably kicking off with *Acidraiser* (cool), *R-Type* (super cool) and *Super Ghoula* and *Ghoula* (everyone likes it except Paul Rend and me). Prices will hover around the £40 mark.

SUPER NINTENDO ENTERTAINMENT SYSTEM

LUMME! LET'S HEAR SOME MORE, MATEY!



So, stay tuned to this very spot for more info on the mother of all console battles the very microsecond it comes our way. And why not drop us a line if you've got any views or questions about the whole thing at THE SUPER MEGABATTLE, CVG TOWERS, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. We'll print a selection of the best and throw in a hundred quid's worth of software for the top of the lot, so get scribbling!





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NEWS



NOW THE NEO'S A PAL!

It's the biggest, spunkiest console around. Its games are massive, with a price to match and it's only been available through grey importers. Up until now, that is. It's the Neo Geo - and now everyone can experience the Rolls Royce of consoles 'cos it's now available as an official UK PAL machine! The conversion to PAL has had the Neo Geo's producers, SNK, pulling their hair out in large, greasy clumps - but now it's finally arrived!

If you didn't already know, here's the staggering tech spec of the machine. Two main chips run the show - a 68000 and a Z80A, adding up to a staggering 24 bits of processing power! 4,096 colours can be displayed at one time from a palette of an unbelievable 65,536, which will come in handy when colouring in the incredible 380 sprites. Near-CD quality PCM sound completes the picture, the whole lot of which is used in games which can be as huge as 330 Megabytes - that's the equivalent of well over three hundred Megadrive cartridges!

As you'll know, there's a snag when it comes to possessing all this awesome power - the price. The basic unit costs £299.99, with games starting at a pretty ridiculous £99.99 and going up to an astronomically expensive £149.99.

Those are the official prices, but the mail-order companies have all ready got their deal heads on. Console Concepts, for example, are selling the official Neo Geo on its own for £299, or £390 with the game of your choice (and you Neo would look pretty silly without any software unless you enjoy turning things on and off for a laugh).



If all this is just a tad out of your price range, don't despair - official distributors DGM are busy talking to a variety of video and hardware shops in order to secure a rental deal on consoles and games. Just think the power of a coin-op, with such wicked titles as Burning Fight and 2020 Baseball, in your own home. Now that's something to think about...



STREETFIGHTER '92 BURSTS INTO BRITAIN!

EXCLUSIVELY! Just as CVG was going to press this piece of gobstastic news flew into the office - Streetfighter '92! Yes, yes, yes - apparently the greatest arcade game in the history of coin-guzzlers has been given a bit of a revamp and could soon be hitting an arcade near you soon!

Details were thin on the ground as the CVG bloodhounds sniffed out the news, with lots of cards being played closely to chests. However, informed sources tell us not to expect a fully-fledged sequel but a beefed-up version of everyone's fave beat 'em up.

We reckon this could involve some new characters to scrap with (and new moves to master) together with tweaked graphics and backgrounds. However, this is nothing more than informed speculation nobody knew diddysquat as we put the meg to bed 'cos the machine was due to be premiered at the ATEI arcade show.

So, if this news has you slobbering all over the carpet, make a date to grab the next issue of CVG the second it hits the stand, 'cos that's when we'll have the full in-depth report on what could be the arcade event of the year.



GAMESMASTER GOES FOR THE GOLD!

It's Britain's first ever all-computer games TV show, and by all accounts it's a bit of a runaway success. Millions of gamers are tuning in to Gamesmaster and the Channel 4 phone lines are jammed with calls after every show.

Faced with the prospect of actually meeting the incredibly famous CVG crew, we thought the celebs put up a pretty good show and didn't let fame go to their heads at all. None of them posed out with excitement, but one or two could well have passed things it would be best not to go into...

Anyway, if you're sad and stupid enough to have missed all the television treats up to now, keep hitting yourself over the head with something blunt and reasonably heavy until you remember it's beamed out at 6.30pm on Tuesdays - so now you can switch over straight after Neighbour!



NEWS

The Addams Family



WWF - IT'S A SMASH!

Here's news of few pretty super Super NES products you'll be itching to get your hands on soon - 'cos they're all from the same company and all of them are looking pretty fab.

Games giant Acclaim have been in a whirlwind of activity lately, buying up top console licenses left, right and centre and even finding time to take over all the 16-bit games from the now-defunct Mirrosoft into the bargain!

All of a sudden the US company has become a major noise in the UK games market, with a whole sackful of topger lilies on the cards.

Just drool over these screenshots of *Smash TV* and *WWF - Smash TV* looks like a near-perfect arcade conversion featuring just about every detail of the original, while *WWF* looks set for superstardom with a wide range of moves and brilliant graphic effects. Both won't be available until a bit later this year, but since we're so red hot we thought we'd give you a sneak preview anyway.

We're going to be having a look at the Super NES in quite a lot more detail pretty soon, so keep your fingers superglued to these pages for all the sticky stuff on the latest and greatest!



USG GRABS A GOLD!

It's got to be the biggest license of the year! Actually, it could be the biggest of the last four! Birmingham-based games giant US Gold has clinched the rights to *Olympics '92* - and the game should be racing its way onto a Sega system near you in time for the big event!

Programmers are currently beavering away on this mega-license spectacular, to be unleashed on Megadrive, Master System and Game Gear in early summer - just before we all go Barcelona barney and stay up all night watching the pole vault on the telly!

We're told the game will feature a whole fistful of Olympic events, with plenty of wagging wonderment for budding athletes everywhere. Included in the line-up are 100 metres dash, pole vault, hammer throwing, high diving, swimming and archery to name but a few!

This could be the biggest game of the summer, maybe even the entire year, so keep those peepers plonked right here for more news the moment we get it.



ANGER • DANGER • DANGER • DANGER

TNT

DOUBLE DYNAMITE • THE COMPILATION

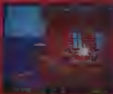


**DANGER
EXPLOSIVE
SOFTWARE**

HIGH EXPLOSIVE
TNT

**THIS CRATE CONTAINS:
HYDRA • SKULL & CROSSBONES •
HARD DRIVIN' II • BADLANDS •
S.T.U.N. RUNNER**

ESCAPE FROM THE PLANET OF THE ROBOT
MONSTERS REPLACES HARD DRIVIN' II ON
COMMODORE 64, SPECTRUM &
AMSTRAD VERSIONS.



HYDRA
In the 2nd game, you'll
control a tank that can
shoot, blast, and fire
all kinds of weapons. You
can also use the tank to
destroy the enemy's base.
The game is a fast-paced
action game that's
easy to learn and hard
to master. It's a great
game for anyone who
likes to shoot and blow
things up.

SKULL & CROSSBONES
This is the only game in the
series that's a platform
game. You'll control a
character that can jump
and run. The game is a
fast-paced action game
that's easy to learn and
hard to master. It's a
great game for anyone
who likes to jump and
run.

HARD DRIVIN' II
This game is a sequel to the
first game. It's a fast-paced
action game that's easy
to learn and hard to
master. It's a great game
for anyone who likes to
drive and shoot.

BADLANDS
A platform game that's
easy to learn and hard
to master. It's a great
game for anyone who
likes to jump and run.
The game is a fast-paced
action game that's easy
to learn and hard to
master. It's a great game
for anyone who likes to
jump and run.

S.T.U.N. RUNNER
This game is a sequel to the
first game. It's a fast-paced
action game that's easy
to learn and hard to
master. It's a great game
for anyone who likes to
drive and shoot.

DMARK

4 1

WIN £500 FREE SOFTWARE! AND VOTE FOR YOUR FAVE GAMES!

IT'S THE

GOLDEN JOYSTICK AWARDS 1992

Here's your chance to shout for your fave games of the year - and win yourself FIVE HUNDRED POUNDS worth of free software into the bargain. It's time for the incredible Golden Joystick Awards! Trumpets, fanfares and applause all round, 'cos this is the Tenth Anniversary of the most prestigious awards in the computer games world - where YOU get to call the shots and dish out the gongs to the best games of the year!

It's a big occasion for the people behind computer games, who listen to what YOU'VE got to say - what you like and what you can't stand. And because it's such a special occasion, EMAP Images (the publishers behind CVG, Mean Machines, Megatech and loads of other skill mags) have put up this stonking software prize.

To put yourself in with a chance of grabbing the goodies, here's what you've got to do: check out the list of categories you'll see on the entry form. Starting from the top, all you have to do is rack your brains and think "Which of last year's bumper crop of software beat the others in this category?" Ponder awhile, pick up a pen and joffing down your selection in the relevant space and move on to the next one. Easy, eh? If there are any categories you don't understand, or can't really think of what to fill in, miss it out and move on to the next one.



Once they're all completed, put your name and address in the boxes provided, slap the entire form in an envelope and wang it off to: THE GREAT GOLDEN JOYSTICKS, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. All forms MUST be sent in by Friday, 12th March 1992 - any which arrive after that date will be collected by Kick Off and lade Rob and George and turned into paper planes.

One last, but extremely important point to bear in mind - all your choices must be games released between 1st January and 31st December LAST YEAR - if they didn't appear during that time, they don't count. Happy voting!

GOLDEN JOYSTICK AWARDS 1992

Dear CVG,
I reckon I know my stuff when it comes to what's hot and what's not 'cos I'm hard I am so here are my nominations for the 1992 Golden Joystick Awards. I've put my name and address at the end so you know where to send the software if I win.

BEST GRAPHICS (8-BIT)

BEST GRAPHICS (16-BIT)

BEST SOUNDTRACK (8-BIT)

BEST SOUNDTRACK (16-BIT)

BEST SIMULATION (8-BIT)

BEST SIMULATION (16-BIT)

BEST COIN-OP CONVERSION (8-BIT)

BEST COIN-OP CONVERSION (16-BIT)

CONSOLE GAME OF THE YEAR (8-BIT)

CONSOLE GAME OF THE YEAR (16-BIT)

PC GAME OF THE YEAR

8-BIT GAME OF THE YEAR

16-BIT GAME OF THE YEAR

PROGRAMMING TEAM OF THE YEAR

HARDWARE MANUFACTURER OF THE YEAR

SOFTWARE HOUSE OF THE YEAR

WORST GAME OF THE YEAR

MY NAME IS:

MY ADDRESS IS:

.....

MY TELEPHONE NUMBER IS

BLISTERING PACE

SOCCER AT IT'S BEST.

- Fast - Realistic
- Fun to Play



Nintendo

Each player on the pitch is an individual with a unique combination of skills and physical attributes.

Instinctive joystick controls to Pass, Dribble, Shoot, Head and Chip the ball or do a Sliding Tackle.

Curling Corners Kicks, controlled Throw ins and Goal Kicks
Injury and Extra Time Red and Yellow Cards. Set Piece Free Kicks and the famous AFTER TOUCH to let you bend, swerve and dip the ball. Plus a host of other options.

Cup, League and Euro Trophy Competitions with PENALTY SHOOT OUT.

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Nintendo
Seal of
Quality

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NEWS

SPECIAL REPORT

ROLL UP! ROLL UP! It's the greatest games show on Earth, when all the latest and greatest gaming goodias are shown off to all sorts of incredibly important people from all over the place at the glitz and glamour capital of the world - Las Vegas! To get in you have to have loads of cash, a dead flash car and your own company or a law copies of CVG. Big Ed TIM BOONE joined the spammy jet-set and flew to Vegas for the games event of this year. This is where the world's games industry shows off all it's top hot products, and for a few short days all the console games everyone will be playing for the rest of the year are all under one roof! Over the page you'll find the only complete list of EVERY game at the show, but for now let's take a look at some of the highlights...

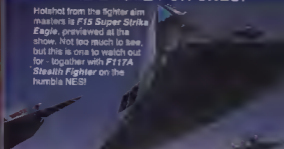


STREETFIGHTER II HITS SUPER NES - OFFICIAL!

It's almost here - *Streetfighter II* on the Super NES! For me, this was THE event of the show. Quite simply, Capcom have delivered a near-perfect conversion of the Best Arcade Game Ever! After fighting my way through the crowds glad to the screen and actually getting a go, I reckon this could be the greatest console game EVER - it's that good! Somehow the programmers have captured the speed and feel of the coin-op, with huge chunky sprites kicking like kinds of crap out of each other in fine style! Start saving that cash now, 'cos SF2 is due for release later this year and it looks like it's going to be mega! Magic Sword was the other biggie featured at the Capcom stand, also due later this year, and a nice-looking conversion of the arcade slash 'em up

STRIKE EAGLE FOR SNES!

Hotshot from the fighter aim masters is *F15 Super Strike Eagle*, previewed at the show. Not too much to see, but this is one to watch out for - together with *F117A Stealth Fighter* on the humble NES!



THE GREAT GAME



KONAMI KICKS OFF WITH CONTRA

It's action all the way with Konami this year, showing off loads of brilliant Nintendo titles to drool over. Top of the lot was an incredible early demo of *Contra IV*, looking totally spiff and playing like a dream. *Turtles IV (Turtles in Time)* is another biggie from the coin-op maestros, and I was dead impressed with the speed and fast-paced action of the early version on show. Watch out for 'em!



IT'S THE INCREDIBLE ULTRABOTS

Another SNES hotshot of the show was a playable early demo of the late-looking *Ultrabots*, featuring huge-scale 3D laffs in a mega robot rumble to end 'em all! Having played the early version, I'm really looking forward to this! Wonderboy-style Joe and Mac made its debut on all three machines, and pretty darned good it looks too!



COLOUR GAMEBOY RUMOURS RIFE!

A CES show without any rumours is like a butty without any bread, and it was whispers ahooy amongst the games world that the Colour Gameboy is due for imminent release! Sadly this turned out to be a pile of old horse droppings, and it's going to be quite a while before Nintendo unleash their latest hand-held wonder on an unsuspecting world. Importantly, CVG's spies in the sky tell us a colour Gameboy will definitely NOT be compatible with existing cartridges (boo!) but more than that we just don't know - 'cos nobody except the top bods at Nintendo does either. One rumour which DID stand up to scrutiny was a mega-cheap CD for the Super NES - so read all about it in the News section right now!

EATEST IES ON EARTH



TIM'S TOP TREATS

Here's a quick list of the stuff that really blew my ass off at the CES. There was plenty of good stuff on show, but these are the truly outstanding titles you'll be wetting yourself to get hold of!

SUPER NES Streetfighter II (it really is that good!)

Ultrabots (3D bot busting action that's second to none!)

PGA Tour Golf (it was incredible on the Megadrive and looks even better on the SNES!)

Gunforce (utterly brilliant conversion of Irem's own arcade blaster)

Top Gear (the best home console racing game I've ever seen)

Smash TV (pixel-perfect arcade conversion)

Falcon (great on 16 bit better on SNES)

Ballblasts (a hoot and a half!)

MEGADRIVE **Alien III** (great gory fun galore!) **Side Pocket** (lubby pool bonanza)

American Gladiators (cos the show's b!ll as well)

Rolling Thunder II (probably the best-ever Megadrive arcade conversion)

Steel Terrors (looks great but how does it play?)

Lemmings (of course)

Terminator II (it's the business)

NES **Turrican** (looking very good)

Ultimate Air Combat (great air-to-air fights)

Megaman IV (cos he's great)

Empire Strikes Back (better than Star Wars!)

Robocop III (another Ocean goodie)

Casino Kid II (loved the original)

Super Spy Hunter (raay!)

Ballblasts!

GAMEBOY TOP FIVE

Super Hunchback (great gameplay)

Batman Return Of The Joker (moody and brilliant)

Super Off Road (top racing action)

Pillfighter (with incredible sprite scaling!)

Asl eroids (utterly fab)

GAME GEAR TOP FIVE

Super Off Road (again!)

Alien III (well and!)

Marble Madness (just great)

Olympic Gold (lubby bad pounder!)

Pacman (be cause I love it)

Best bits of the show

Playing all the great games the real-life Barbie model

Las Vegas, fruit machines

Worst bits of the show

Playing the crap games, the outside loo for a thousand people

fruit machines

LYNX LAFFS A-PLENTY

Atari weren't exactly making big noises at the show, deciding to wait before unleashing their long-awaited and much-publicised 64-bit Jaguar games machine later on. This time round they did show off a fairly impressive lineup for the Lynx, including loads of sports titles for their fobby hand-held - **World Class Soccer**, **Hockey**, **NFL Football**, **Baseball Heroes**, **Malibu Bikini Volleyball** (!) and **Baseball**! Other Lynx goodies coming your way this summer include **Super Squeak**, **Shadow Of The Beast**, **DeamonGate**, **Lemmings** (Ray!), **Ninja Hard** and **Dracula**. Hurrah!

There was tons and tons of Gameboy stuff on display to ell and sundry - among my personal faves was **Prince Of Persia**, **Asteroids**, **Faceball 2000** and **Trick and Trap** (Spy vs Spy!), but it has to be said that new Game Gear goodies were not exactly overwhelming. Never fear, though, 'cos Sega has loads of tasty licenses to dish out and we should be seeing them pretty darned soon.

Class Soccer, **Hockey**, **NFL Football**, **Baseball Heroes**, **Malibu Bikini Volleyball** (!) and **Baseball**! Other Lynx goodies coming your way this summer include **Super Squeak**, **Shadow Of The Beast**, **DeamonGate**, **Lemmings** (Ray!), **Ninja Nerd** and **Dracula**. Hurrah!

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AMERICAN GLADIATORS



PITFIGHTER PACKS A PUNCH!

One of the biggest gob-amecs of the show came on the smallest screen - **Pitfighter** on Gameboy! Somehow the programmers of THQ's arcade conversion have managed to include sprite scaling very similar to the coin-op! Quite how they did this I don't exactly know, but it involves very clever screen manipulation and has to be seen to be believed. I saw an early version, but it's already down on the list as a Must Have!

THUMPING GREAT LAFFS?

Sega's big avant of the show was the appearance of none other than **World Heavyweight Champ Evander Holyfield** to promote his brand new boxing game on the Megadrive! While everyone else was crowding round trying to get the great man's autograph, yours truly managed to get a go of the game and it has to be said it was more than a bit disappointing. So-so graphics and over simplistic gameplay add up to a game that's probably best left in the dressing room. Sorry Holly

WINGS²

ACES HIGH



ALL THE GAMES YOU WILL EVER PLAY

Here it is - the completely full list of EVERY game on show or announced at the CES! This is the stuff you'll be playing later this year and next, together with the companies producing them:

NES

Race America - Absolute Entertainment; *Crusty's Fun House*, *Wizards and Warriors III*, *Ferrari Grand Prix*, *George Foreman Boxing* - Acclaim; *Ultimate*, *Ultimate Air Combat* - Activision; *Might and Magic, Magic Candle World* - American Sammy; *Power Punch*, *Mutant Virus* - American Softworks; *Wizardry II*, *Blazebusters* - Asci; *Jack and The Beanstalk* - Asmic; *Wacky Races* - Attive; *Natrix* - Bull-Proof Software; *Megaman IV*, *GI Joe*, *Gargoyles' Quest*, *Barcelona '92*, *Quikwing Duck* - Capcom; *Fighting Simulator* - Culture Brain; *Jo Jo and Mac* - Dale East; *Ghost School*, *Stanley The Search For Or Livingstone* - Electrobrain; *Oregon Warrior III* - Enix; *Ultimate Warriors Of Destiny*, *Hillstar*, *Pool Of Radiance*, *Oregon Strike* - FCI; *Wheel Of Fortune*, *Firehouse Rescue* - Game-tek; *Qaydamin' Oavy* - Hal America; *Seamus Street Countdown* - Hi Tech; *The Blue Marlin* - Hot B; *Felix The Cat* - Hudsonsoft; *Nammarb's Harry*, *Kung Fu II* - Irem; *Mini Putt*, *Empire Strikes Back*, *Defenders Of Oynatron City* - JVC; *Cyberball*, *Rampart*, *Plata Panic* - Jaleco; *White Lion*, *Mickey Mouse's Cream Balloon* - Kamco; *Gamefire* - Kasi; *Town and Country II* - LJN; *Matchbox Races*, *Noah's Ark* - Matchbox Toys; *Paperboy II* - Mindscape; *Crazyland* - Nivco; *Adams Family*, *Robocop III* - Ocean; *Baseball Stars II* - Romstar; *Uninvited II* - Seika; *Bio Force* - Seta; *Vegas* - Seta; *Heppily Ever After*, *Casino Kid II* - Seta; *Nudson Hawk*, *Hook* - Sony; *Super Spy Hunter* - Sunsoft; *Attack Of The Killer Tomatoes*, *The Flash*, *Swamp Thing* - THQ; *Kick Master*, *Panic Restaurant*, *Time Zone*, *Little Samson* - Taito; *Godzilla II* - Toho; *Indy Heat* - Tradewest; *Nightshade*, *Star Trek* - Ultra; *Secret Ties*, *Shogun Meade* - Vic Toki; *MC Kids*, *Golf Power*, *Overload* - Virgin.

GAMEBOY

Turn and Burn, *Battle Tank II* - Absolute Entertainment; *Ferrari Grand Prix*, *George Foreman Boxing* - Acclaim; *Asteroids*, *Melissa Command* - Accolade; *Hinja Taro*, *Legend* - American Sammy; *Doom Sayer* - Asci; *Megat* - Asmic; *Amazing Tatar* - Attive; *Toxic Crusaders* - Bandai; *Snow Bros*, *Megaman II*, *Little Marmad* - Capcom; *Fighting Simulator Two-In-One* - Culturalbrain; *Nail 'N' Scales*; *Jo Jo and Mac* - Dale East; *Mouseset Hotel*, *High Stakes* - Electrobrain; *Ultima*; *Runes Of Virtue*, *Boxing II* - FCI; *Prophecy* - One - Gametek; *Barb's*, *Tom and Jerry* - Hi Tech; *The Black Beast* - Hot B; *Adventure Island* - Hudsonsoft; *Track Meet*, *Four In One Funpack* - Interplay; *Nammarb's Harry* - Irem; *Mini Putt*, *Boulderdash* - JVC; *Q-Bert* - Jaleco; *Spy Vs Spy III* - Kamco; *BeastJuggie*, *NBA All-Star Challenge II*, *Spiderman II* - Acclaim; *Pyramids Of Ra* - Matchbox; *Days Of Thunder*, *Paperboy II*, *Marble Madness* - Mindscape; *Spanky's Quest* - Natsume; *Darkman*, *Super Hunchback* - Ocean; *Boggle* - Parker Bros; *Sword Of Hope II* - Seika; *Virus Hunter* - Seta; *Nudson Hawk*, *Nook* - Sony; *Blastar Meeler Boy*, *Batman Return Of The Joker(I)* - Sunsoft; *Attack Of The Killer Tomatoes*, *The Flash*, *Pitfighter(I)*, *Bo Jackson Cross Training*, *Swamp Thing* - THQ; *Adventure Of Star Saver*, *Knighi Ousset* - Taito; *Jack Nicklaus Golf*, *Super Off Road* - Tradewest; *Star Trek*, *World Circuit Series*, *Ultra Golf* - Ultra.

Super NES

Super Battle Tank, *David Crane's Amazing Tennis* - Absolute Entertainment; *D-Force*, *Xardion*, *Lenue* - Asmic Corp; *Metal Jack* - Attive; *Faceball 2000* - Bullet-Proof Software; *Magic Sword*, *Streetfighter II(I)* - Capcom; *Super Baseball Sim 1.0*, *Super Fighting Simulator*, *Super Ninja World* - Culture Brain; *Joe and Mac*, *Ultrebots(I)*, *Golt* - Dale East; *Reidan*, *Metal Masters* - Electrobrain; *PGA Tour Golf(I)*, *Bulls v Lakers* - Electronic Arts; *Oregon Warrior III* - Enix America; *Ultima the Fates Prophet* - FCI; *American Gladiators(I)*, *Wheel of Fortune* - Gametek; *Arcane*, *Nail's Nails In One*, *NCAA Basketball* - Hal America; *Tom and Jerry*, *The Hunt For Red October* - Hi Tech; *Super Adventure Island* - Hudsonsoft; *The Rocketeer* - IGS Inc; *Radical Psycho Machine Racing*, *Out Of This World* - Interplay; *Gunforce(I)*, *The Skins Game* - Irem; *Star Battle*, *Empire Strikes Back*, *Return Of The Jedi* - JVC; *Super Bases Loaded*, *Earth Defence Force*, *Goal!* - Jaleco; *Top Gear(I)*, *Phelax* - Kamco; *Romance of the Three Kingdoms II*, *Sam Fira* - Koei Corp; *Legend Of The Mystical Ninja*, *Quest IV(I)*, *Teenage Mutant Hero Turtles IV* - Konami; *Smash TV(I)*, *WWF*, *Populous*, *Spiderman* and *X-Men*, *Roger Clemens' Baseball* - Accclaim; *LJN*, *World League Soccer* - Mindscape; *Wings*, *Acas* - Nismo; *Spanky's Quest* - Natsume; *Q-Bert II*, *Strike Gunner* - NTVCI; *Adams Family*, *Robocop II*, *Radio Flyer*, *P29 Ratsnator*, *Push Over* - Ocean; *Clue*, *Monopoly* - Parker; *Nolan Ryan's Baseball* - Romstar; *Wanderers From Ys III* - Sammy Corp; *Drakkhen*, *Seika*, *F1 ROC* - Seta; *Boxing* - Seta; *Extra Innings*, *Smart Ball*, *Hook*, *Equinox* - Sony; *Felcon(I)*, *Wordrise* - Spectrum; *Holobyte*, *Final Fantasy Legend II* - Square; *Lemmings* - Sunsoft; *Pitfighter*, *Rep City* - THQ; *Super Soccer Champ* - Taito; *Walesia Country Club Golf* - T&E Soft; *Specs Megaforce* - Toho; *Race Orvin*, *Bowinkle and Friends*, *Jamae Bond Jr*, *Family Dog*, *Rep Quest* - Toy Headquaters; *Jack Nicklaus Golf*, *Battatoads(I)* - Tradewest; *Drum TV*, *Football 2000* - Triffix; *Magic Johnson Basketball* - Virgin; *Xardion*, *D-Force* - Xardion.

Megadrive

Alien III, *Predator II* - Arens; *Two Crusades Outlets*, *Atomic Runner*, *Slide Pocket* - Dale East; *Mystical Fighter* - Dream Works; *Rings Of Power*, *Jordan v Bird One-On-One*, *Where In Time Is Carmen Sandiego*, *Bulls v Lakers*, *Lord Of The Rings*, *Black Crypt* - Electronic Arts; *Smash TV*, *Bart v Specs Mutants*, *George Foreman Boxing*, *Ferrari Grand Prix*, *Crusty's Fun House*, *Arch Rivals*, *Terminator II* - Flying Edge (Accclaim); *Gadget Twins*, *Wheel Of Fortune*, *Jeopardy*, *American Gladiators* - Gametek; *Chester Chertak*, *Kabuki*, *Kargati II* - Kenko; *Karate Blazes* - McO'River; *Strike Eagle II*, *Railroad Tycoon*, *Solo Flight* - Microprose; *Spitterhouses II*, *Rolling Thunder II(I)* - Namco; *Death Duty*, *Pigskin*, *Stormlord II*, *Vampire Killer* - Razorsoft; *Earnest Evans*, *Exile*, *Syd Valls*, *Travels*, *Solfece*, *Valls* - Renovation; *Star Odyssey*, *Battle Wings*, *Davilish*, *The King Salmon*, *Ex Mutants* - Sage's Creation; *Evander Holyfield Boxing* - Sega; *Chessmaster 2100* - Software Toolworks; *Lemmings*, *Batman: Return Of The Joker*, *Superman* - Sunsoft; *Cedash*, *Flintstones*, *Chase HQ Hit The Ice* - Taito; *Civil Shock*, *Elemental Master* - Technosoft; *Paperboy*, *Rampart*, *Road Riot 4WD*, *Steel Talons*, *RBI IV* - Tengen; *Warsong*, *Fighting Master*, *Breath*, *Tek Force Harrier Ex* - Treco; *World Class Leaderboard*, *Olympic Gold*, *Indiana Jones Last Crusade* - US Gold; *Trouble Shooter* - Vic Toki; *Terminator*, *Chuck Rock*, *Corporation*, *MC Kids* - Virgin.

Game Gear

MC Grand Prix - Absolute Entertainment; *Alien III*, *Rastan's Revenge* - Arens; *Junction* - Bignet; *Bart v Specs Mutants*, *Spiderman*, *George Foreman Boxing* - Flying Edge (Accclaim); *Wheel Of Fortune*, *Gadget Twins*, *Jeopardy* - Gametek; *Berlin Wall* - Kanako; *Better Up*, *Pacman* - Namco; *Davilish*, *Super Golf* - Sage's Creation; *Chase HO 1092* - Taito; *Popple*, *Paperboy*, *Marble Madness*, *Rampart* - Tengen; *Indiana Jones and The Last Crusade*, *Olympic Gold* - US Gold; *Double Oregon*, *Robin Hood*, *Super Off Road*, *MC Kids* - Virgin.

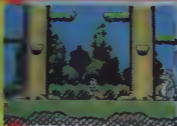
HOTLINES



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WIN A GAME BOY!

It's the best selling console of the lot, it's black and white and it's the biz. If you want to join the merry throng who get their kicks out of Nintendo's mini marvel then phone that fabulous number NOW!



WIN A MEGADRIE!

It's black, it's beautiful, it's bloody brilliant! It's the Sega Megadrive and it can be yours! If you're quick on the dial and slam those digits onto that raprod right now! What are you waiting for?

WIN A PC ENGINE!

Still one of the hottest consoles in the world, the PC Engine is packed with more hot gaming action than you could shake your stick at. So why are you sitting there ready this when you ought to be dialling away to win one? Call that number quick!



WIN A SUPER FAMICOM!

It's got to be the greatest game machine around, and this lovely little beauty is just waiting for you to win it! So how do you grab a slice of the gaming glory? Just ring that magic number and you'll hear everything you need to know!

IF YOU'RE UNDER 18, MAKE SURE THE PERSON WHO PAYS THE PHONE BILL HAS GIVEN YOU PERMISSION BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 36P PER MINUTE (OFF PEAK) AND 48P PER MINUTE (PEAK RATE).

REVIEW

MEGADRIVE £39.99

BY ELECTRONIC ARTS

DESERT STRIKE RETURN TO THE GULF

On August 12th, 1990, the Iraqi Army rolled into the tiny province of Kuwait and stayed there until they were kicked out by an international fighting force headed by the British and Americans early 1991. What a tale got to do with Desert Strike, we hear you ask. Well, nothing according to Electronic Arts, who reckon that their game is not an attempt to cash in on the horrors of that recent conflict. Picturing a heavily-armed AH-64A Apache gunship across an un-named desert battle zone in the Gulf, the object of Desert Strike is to complete a number of missions by destroying various strategic targets. Take them out in order, and try not to get shot down by the Iraqi - sorry - unknown enemy forces, as you're only given a few choppers to play with.



Desert Strike reminds me of an ages-old C64 game called *Raid On Bungaling Bay*, which was a top-down blast 'n' a helicopter and a very good one at that. Electronic Arts have taken that idea and brought it into the nineties with a swish Apache gunship, a con-

troverial scenario and a dash of 3D, to come up with a fun (if slightly bad taste) place of blasting action. There's a definite strategy to Desert Strike - just flying in there and shooting hell out of targets is going to get you killed in a matter of seconds. Generally, the graphics are well done, especially the helicopter which really does look the part and would have any third-world grunt cacking his knickers. It's a pity that the sound effects are of only average quality; the noise of your rotor blades is a pitiful click, for instance. But all in all, I think Desert Strike's a good 'un, even though it gets a little samey the longer you play.

PAUL RAND

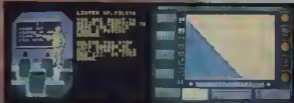


Those
don't look
too friendly...

▼ Sounds like a nice fella!

MAD BAD MISSIONS

The Apache pilot's four or five missions, each one made up of a number of targets, all of which must be hit before the next, more difficult assignment can be tackled. Just like the real thing (except it isn't, because Desert Strike isn't based on actual events at all), you'll be taking out radar stations, POW camps, SCUD sites and a whole lot more!

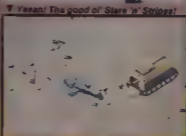


DESERT STRIKE



EXTREMIST EXTRAS

You be in a sorry state if all you had to rely on was your standard Apache and the few weapons which you begin with. So it's a good job that your brave boys have gone to the trouble of depositing extra items around the desert. Fuel, ammo and armour can be found (if you look hard enough) - but use them sparingly, as there isn't an infinite supply!



REVIEW



Desert Strike comes as a bit of a nice surprise from Electronic Arts. It's not often that the top simulation boys come out with a straightforward blast, but that's exactly what Desert Strike is. The actual plot of the game is just about the dodgiest thing I've ever

heard of and there'll be a lot of complaints about some of the game's content. For the hardened shooter fan in you, this is refreshing and brilliant. The screenshots don't really do the game much justice, it all looks a bit bland and inept, but the glorious animation and super-smooth scrolling actually make it look brilliant when it moves. There are tons of missions to accomplish, each with different objectives and for a shooter, it's very deep. The music by Rob Hubbard is fantastic, with brilliant guitar riffs and stonky sound effects. The game is slick, groovy and totally playable, you can pick it up straight away, but putting it down isn't quite as easy. One of the smartest games in a long while and essential stuff for Megadrive owners!

FRANK O'CONNOR

GO GET THE GRUNTS

Not only have you got to destroy your allocated targets, you'll also have to be a bit of a hero and rescue your chums who are holding out throughout the desert under a barrage of enemy artillery and sniper fire. When you see one of your men (they're all dressed in brown), just hover above them; a ladder will lower and he'll grab it! When your copier is full, simply deposit them at the landing zone for bonus points and then go back for more!

Steal them tents, boys!

AH-64A APACHE

Dimensions:
Length - 58' 3"
Height - 15' 3"
Wing Span - 17' 2"

Power:

2 General Electric T700-GE-701 Turboshaft engines, producing 1,696shp from each engine

Performance:

Max speed: 184 mph, can go faster but not without handling difficulties

Rate of climb: 2,500ft/min

Max range: 300 miles (internal fuel)



EXTINGUISH THE ENEMY

Dotted around the desert are enemy soldiers who aren't averse to taking pot-shots at your Apache - and with only a limited amount of armour at your disposal, you'll have to take them out quickly! Some of them only have a crappy pistol with them, but others - usually hidden inside buildings - carry portable rocket launchers, and they can do serious harm to your craft.

Take out that man with the pot-shooter!

MEGADRIVE

GRAPHICS	88
SOUNDS	90
PLAYABILITY	93
LASTABILITY	92
OVERALL	92

STORM



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INDY HEAT™ is fast and furious racing action where a decidedly mean streak may just keep you out in front.

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With a combination of skill, nerve and a few dirty tricks (like running over other teams' pit crews!) maybe you could end up being showered with champagne and kisses.

"It sounds fantastic, it is fantastic!"
AMIGA ACTION.

"Converted by the same top geezers that did Rodland and SWIV™ ACE."

"...and is identical to it's arcade namesake." - AMIGA.



TRADEWEST

Available - February.
Amiga/ST £25.99.
C64 cassette £11.99,
disk £15.99.

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SON OF BOMBER MAN

Bomber Man first appeared on the PC Engine, it was such a massive hit that it wasn't long before it turned up in the arcades as a fully fledged coin-op. Strangely though, it was renamed and you can still find it under the name "DynaBlaster". A Nintendo version did well in Japan, but never surfaced here. The Gameboy version, known as Bomber Boy, was superb and remains one of the best Gameboy titles ever.



REVIEW

AMIGA

£25.99

BY UBI SOFT

It's a pity to blow it up really.



You let off a big one! ▲



Well, this has to be the biggest gaming surprise in the history of the Amiga. Hudson Soft, the people who programmed the original on the PC Engine, have released Bomber Man on Commodore's baby! It's called DynaBlaster and it's faberoony! Bomber Man

and indeed Bomber Boy were a pair of console treats and this version is almost identical...only better! The combination of frantic running and strategic planning makes this an arcade game's delight. The graphics, while simple, ooze character and style. The animation is fluid, the screens are bright and jolly and everything moves quickly. The inclusion of a joystick adaptor means that five-player mayhem is possible and you wouldn't believe how much fun that is! The music deserves a special mention, it's wonderful! The sound effects are totally cheesy and the whole thing feels great. As far as playability is concerned, this is a dream come true. In one player mode, it's a massive and addictive task, but in head to head (with up to five players), this is truly awesome! This is just one of those essential purchases and I guarantee that absolutely everybody will love this! Get it!

FRANK O'CONNOR

DYNABLASTER

GANG BANGING!

The Bomber Man package includes a very special joystick adaptor. This allows you to plug four joysticks in at once and lets another player use the keyboard, so up to five players can bomb away at the same time. When you get a gang huddled round the monitor trying to blow each other up, things get heated to say the least. It's an excellent gimmick and it makes piracy very difficult indeed.

Bomber Man was a smash hit, both in Japanese arcades and on the PC Engine. Over here in crusty old Blighty though, hardly anybody's played it. The game is one of those infuriatingly simplistic ideas, with that mysterious quality that makes it stand out from the crowd. The idea of the game is simple: murder. You enter a maze infested with a set number of baddies and it's your job to kill 'em all. The maze is made up of two basic kinds of wall, destructible and indestructible. At your disposal is the ability to drop bombs, these will explode in four directions, destroying any adjacent destructible bricks. They will also kill any baddie who foolishly walks into the explosion. At first you can only drop one bomb at a time, so careful placement is required to off the bad guys. The bomb's power and reach can be updated by collecting certain icons and you can also gain the ability to drop multiple bombs. Once you've killed all of the screen's inhabitants, you have to find the exit. It's always hidden in a block, so you just walk around blowing them up until you find it. Simple as that.



▲ Things are getting hairy!



EXTRA BITS 'N BOBS

There are quite a few hidden surprises in Bomber Man, all of which are designed to aid your progress. By collecting a certain icon, you can make the explosions you create larger, destroying more blocks at once. Remember though, the explosions can kill you too, so get out of the way fast. You can also collect a bomb icon. This allows you to drop more than one bomb at a time. The blocks are normally impassable, but collecting a token allows you to walk through, unharmed. Roller skates work as speed ups, but are very hard to come by.



Come back with my girl!

AMIGA

GRAPHICS	85
SOUNDS	90
PLAYABILITY	94
LASTABILITY	93
OVERALL	93

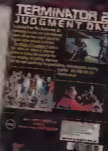
WIN THE SHIRT OF

CRIKEY MOLEY!

So how would you like to swan around in the actual T-shirt the great man wore in one of the greatest movies of all time? Watch your mates' jaws drop in gobsmacked jealousy as you show off the greatest Arnie-related status symbol in the whole wide world! Make no mistake - this is the real thing. It's even got fake movie blood splattered over the front! And just in case nobody believes that you've won the actual item worn by Arnie himself, you can show off the film company's actual ID tag and we've got a certificate signed by the head of the film company to prove it all!

I DON'T BELIEVE IT!

This utterly incredible and completely Exclusive prize comes courtesy of Acclaim, proud as punch of their fab Terminator 2 console games. We reviewed the Gameboy and NES versions last ish, so you know they're good! Acclaim know they're onto a winner, so they've even thrown in five T2 videos, five Making of T2 videos and 25 T2 T-shirts (unworn by Arnie - whaddya want, blood?) to the runners-up!



FF ARNIE'S BACK!!

OOHI OOHI I WANNA WIN!

Quite simply, if you're an Arnie fan this is the best prize you could wish for - and it's right here waiting for you to win it! So what do you have to do to grab the hottest piece of kit this side of Hollywood? Well, this competition is so special we've decided to give you the choice.

If you're good at drawing then design us your very own Terminator. He doesn't have to be a robot, but he does have to be the hardest, meanest killer in the cosmos - so grab a nice clean sheet of paper and create your Terminator. Make sure you draw him in ink, though, 'cos we'll be printing a few of the best entries in these very pages! And if you can't draw to save your life you can still enter. All you have to do is give us a good laugh by telling us, in no more than 20 words, "I reckon I'm harder than Arnie because..."

Courtesy of Acclaim and Terminator 2



GIMME THAT T2 T-SHIRT NOW!

Whichever way you decide to do it, plonk your entry into an envelope and pop the whole lot off to: OOHI AANI I WANT ARNIE'S T2 T-SHIRT! COMPUTER AND VIDEO GAMES, 30-32 FARRINODON LANE, LONDON EC1R 3AU. Make sure those entries reach us by March 10, after which we'll decide the winner and dish out those prizes pronto!

SMALL PRINT OK, it's a nifty one again so let's get a few things straight. Absolutely anyone can enter as many times as they like provided they're not connected with EMAP Images or those mega Acclaim and Carolco people (sorry Arnie, that means you too). All the usual CVG competition rules apply which means the Editor's decision is final and we're just going to laugh and make rude noises if you phone up and whinge because you didn't win. In case you're in any doubt at all, this prize really is the real thing and this isn't a wind-up. CVG is the greatest mag in the world so we give away all the best prizes while other shambling sad mags dry quietly in the corner. Simple, eh?



January 3, 1992

Ms Dorina Redfield
ACCLAIM ENTERTAINMENT
188 South Street
Oyster Bay, New York 11771

Re: T2

Dear Doran:

Per your request, enclosed for use as a prize in Acclaim's U.K. contest is a T-shirt worn by Arnold Schwarzenegger in the movie, TERMINATOR 2: JUDGMENT DAY.

Kind regards,

Lita Lockhart
Lita Lockhart
Director

REVIEW

AMIGA £25.99

BY GREMLIN GRAPHICS

The land of Chimerica is in big trouble. The Ma of Chimerica depends on a dirty greedy thumping heart. Unfortunately for the people of Chimerica, that heart is broken and it's up to you to fix it! This game comes from Gremlin and should be in the shops shortly after you read this. You play the part of Harlequin, a bit of a silky boy, turned masked vigilante. Your task is to find the four pieces of the broken heart and put them together again. Unfortunately for you, most of the inhabitants of Chimerica are pig-ignorant and will do their best to hinder your progress, if not actually kill you. The game itself is a scrolling platform extravaganza, not entirely dissimilar to Robocod. It features all the usual bits and bobs you've come to associate with the genre, like extra weapons, hidden levels and secret bonuses. All this and a massive 23 levels (each level is massive too!).

▲ Harlequin looks puzzled... no, no, no.

HOPPER

4

TAKE HEART YOUNG MAN!

The whole game revolves around hearts. Obviously the game's objective is to mend the broken heart, but you also use hearts as weapons. These fire outwards in a gentle arc from your magic glove. You can update this weapon by collecting, you guessed it, a heart! The sections of heart you need to repair, are scattered all over the kingdom and it's gonna take quite some time to find out where.

HARLEQUIN



Harlequin is great! It's a miffed directional scroffler, more than a bit like Robocod, but with enough original features to make it stand out from an otherwise sammy genre. Harlequin borrows heavily from other games, including Sonic and Super Mario Bros. Fortunately, it borrows all the best bits and the results are spectacular. The graphics give the game a very distinctive look and feel and generate oodles of atmosphere. Although basically cute, there's an underlying sinister theme that's hard to ignore. There are lots of things to see and do as you explore. The inclusion of clues and thought bubbles makes finding things easier and you have a fairly hefty task to perform on each and every level. The sound isn't too bad, but is outshone by the quality of the graphics and gameplay. The game is instantly addictive and it won't be too long before you're stuck in front of your telly, frantically trying to get past the trickier levels. One of the best platform games on the Amiga and a huge, huge challenge.

FRANK O'CONNOR



HMM, THIS SOUNDS FAMILIAR!

Anyone who's played Robocod will be experiencing a sense of Deja Vu about now. Quite right, as the game looks and feels very much like Millennium's classic platform romp. This however, is sheer coincidence as both games were being programmed at the same time. Robocod just got released first. There are however,

▲ Watch out for that triangle. It's learn are deadly.

SPACE

ANTICS

The pick ups in Harlequin are bizarre to say the least. They include an angel fish to help you swim. An umbrella helps you fall safely from great heights and a burger restores energy. You can carry ording rockets which destroy enemies on contact, but best of all, is the Space Hopper. This is a smart balloon which allows you to bounce around the screen as well as destroying any vermin it touches.

▲ That guy in the top hat is a trouble!

AMIGA

GRAPHICS	89
SOUNDS	86
PLAYABILITY	91
LASTABILITY	92
OVERALL	91

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REVIEW

MEGADRIVE £35.00

BY PALSOFT

Double Dragon is probably the most famous beat 'em up of all time and this, its sequel didn't do too badly either. The first told the tale of how Billy and Jimmy, the Double Dragon brothers, rescued their girlfriend from the evil clutches of Mr. Big. In this sequel however, things are much worse for the girls. Mr. Big has ordered and successfully carried out her execution. Bummer! The Double Dragon brothers are understandably furious and set out to seek revenge. They have to cross the same country to reach her, although few things have changed since they last entered that neighbourhood. For a start, it's a lot rougher than it used to be. There isn't much of a problem for these two though, cos they're hard as nails. Both Billy and Jimmy are top rated Kung Fu masters and they both wear steel boots. A kick in the knackers from one of these lads and it's off to the local infirmary with you. For that same reason, all the baddies come armed to the teeth with baseball bats, chains, whips, bombs and machine guns (just to make sure you understand). So, the girls are dead and there's nothing to lose. Kick ass!



▲ I bet she likes big dinners!

► Netty purple coasts, innit!



BIG SCREEN BONANZA

Fans of the Double Dragon games are in for a treat later this year. Golden Harvest, the company who brought you about fifty squillion Martial Arts movies, as well as the two Turtles films, have signed up the rights to Double Dragon. Don't expect a romantic comedy though, this'll be a punchy fist of gung-ho proportions. It looks set to start shooting very soon, so more news when we hear it!

DOUBLE II DRAGON THE REVENGE



The first DD was a bit of a right. Never before had we seen such inexplicable violence and destruction. The use of weapons like baseball bats, whips and great big rocks was too much to resist. The sequel in the arcades was a bit of a disappointment, the

game was essentially identical, with a couple of new baddies thrown in for good measure and slightly tweaked graphics. This won't matter to Megadrive owners though, as you can't get the first game on Sega's baby. Graphically, this is alright. The backgrounds are nice and colourful, spoiled somewhat by the jerky and slightly chunky sprites. The game plays fluidly enough and has the same feel as the arcade machine. The odd control method has been taken straight from the arcade, the A button always kicks or punches left and the C button always strikes right, even if this entails a back kick. Although a little confusing at first, you'll soon get used to it and it works quite well after a while. Sound-wise, it's no great shakes, but the clapping, bashing noises are decent enough. All in all, a solid and respectable addition to the genre and a must for Double Dragon fans.

FRANK O'CONNOR

MY BEST FRIEND'S GIRLFRIEND

Billy and Jimmy are the best of pals and both of them fancy the same girl. Unfortunately, she's a one guy girl. Mind you, she is dead at the start of the game, so the competition for her love is forgotten until the last level of the game. When you reach this point, said girl is magically reincarnated, so Billy and Jimmy have to slug it out to see who gets to snog her. What kind of girl is she?



▲ Yeah, she was asking for it.



▲ Don't jump - kick their heads in.



▲ What? Let 'em? ▲ What? ...ding for?



REVIEW



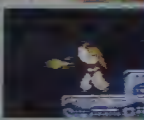
Yaa, well. Frank reckons this is arcade perfect, but from what I remember the arcade version of Double Dragon II was good. This is absolutely appalling. Graphically it's a disgrace. Sprites are badly drawn and animated and, when there are a few of them on-screen, the game slows down to a ridiculous degree - and there's really no excuse for that when you see some of the games on the Megadrive with their sprites whizzing about all over the place. Sound isn't bad, but it isn't very good either. But what is really disgraceful is the fact that I finished Double Dragon II within three-quarters of an hour! There's absolutely no challenge to be had here - position your character correctly and the baddies will line up and practically beg you to kick 'em in the head. If this is all that Sega could do with Double Dragon II, I'm not surprised they never released the first game. My advice is to remove all thoughts of buying this from your mind and get one of the far more enjoyable Golden Axe games instead.

PAUL RAND

MEGADRIVE MARTIAL MAYHEM

If you don't fancy Double Dragon 2, maybe you'd be interested in another beat 'em up? So far, there have been very few brilliant Martial Arts games, but the list includes the awesome Streets of Rage, very similar too, but a lot slicker than DD2. Revenge of Shinobi is a more platform oriented game, but still stands tall as one of the best Megadrive games ever. Kabuki Fighter is a great laugh and is kind of like Final Fight in the Middle Ages. Mind you, there's yet to be a great one on one fighting sim, so let's see a decent Streetfighter clone!

▼ Why not try this?



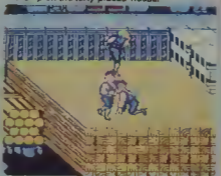
▲ Or this?



GHOSTLY GOINGS ON

Before Billy and Jimmy reach the final obstacle, they have to beat up their own ghosts! The ghosts rise mysteriously from nowhere and set about our boys. Smacking a ghost in the teeth is a lot harder than you'd think and it's no fun having your teeth locked in by your own spirit. Quite how your ghosts turn up before you're even dead is a bit of a mystery. I bet Patrick Swayze never had this trouble.

▼ Stomp on the lerty-places' heads.



MEGADRIVE	
GRAPHICS	74
SOUNDS	76
PLAYABILITY	68
LASTABILITY	65
OVERALL	67

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oce

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FROM THE VIEW

INDIANA

FATE

HOT! HOT! HOT! He's got to be one of the greatest dudes of all time, and here's Indiana Jones with a whole hatful of fab-looking new games in the pipeline - putting the man with the hat on just about every machine there is! Lucasfilm have sure been busy bees of late, with tons of Jones-related goodies coming your way pretty flippin' soon. Well, what else could we do with all these megapets-lic and completely Exclusive Indy goodies than stuff them inside this cram-packed issue and slap the great man himself on the cover? After all, CVG is the greatest games mag in the world - so make way for whip-crackin' penta cacklin' FRANK O'CONNOR with all sorts of white hot Indy info...

THE ADVENTURE!

Yahool! All of you diehard Indy fans out there can relax. If you didn't get your fill of the whip-wielding adventurer from the first three films, Lucasfilm might just have saved your life! Using a system very similar to the Monkey Island games, Lucasfilm have come up with an awesome-looking graphic adventure. In this latest incarnation, you take on the role of the man himself: Indiana Jones, archaeologist and rola model for hal wearers everywhere. His quest this time round, is to find the fabled city of Atlantis. Indy is approached by a top Nazi agent, who wants to know the value and authenticity of a mysterious artefact. Indy guesses immediately that the artefact is real and from the lost city itself. He then teams up with a gorgeous psychic girl named Sophie Hapgood and the quest for Atlantis is on! Mind you, this kind of stuff is never easy with the Nazi scum in hot pursuit. Use the icon-controlled menu, collect the objects you need and do battle with the might of Adolf Hitler's Third Reich!

DIRTY NAZI SCUMBAGS

Poor old Indy. He's always being chased around the world by Nazis. Quite why they hate him so much isn't too clear. It probably has something to do with the fact that he keeps on nicking at their stuff. Every time the Nazis get hold of some bit of ancient swag, along comes Indy and pinches it. This is his third run-in with the Third Reich and it probably won't be his last. Don't you just hate those Nazis?



▲ THE SEARCH

WHAT AN AMUSING STORY!

Indiana Jones and the Fate of Atlantis features Lucasfilm's incredible new MUSE system. This was first used to excellent effect in the incredible Monkey Island 2. The system detects where the hero is and what the characters are doing at any given time. The music is then adjusted to suit the situation. The beauty of the system, is that there are no sudden changes, everything changes gradually, just like a real orchestra. With a decent sound card on your PC, the effect is totally staggering.



INDY JONES

and the

RE of ATLANTIS



THREE WAY GAMEPLAY!

There are three ways, or paths, to play the latest Indy game, the first is the obvious one and uses the same kind of logical (and not-so-logical) puzzles that you've come to expect from Lucasfilm. This requires a combination of strategy and puzzle solving ability. The second option, is to play it as a purely action oriented adventure, using your whipping and fighting skills to best effect. The third option is a bit mysterious. Called the "Team Path", it apparently requires "an intuitive sense and interpersonal skills." Blowed if I know what that means, but it sounds like a more involved and difficult version of the first path.

THE ACTION GAME!

Lucasfilm are bringing out two distinctly different Indy games and this will be the second. It's an arcade adventure, with more in common with the likes of *Hairdall* and the *Immortal* than *Monkey Island*. It uses the now familiar isometric 3D viewpoint to portray the action. You can view the action from several viewpoints, useful for looking behind obstructing objects. Indy and his new girlie, Sophie Hapgood, have to find the lost city of Atlantis. To do this, they'll have to make their way across the world, visiting Nazi filled countries as they do so. The places you'll visit include a top casino in Monte Carlo, a danger-filled naval base, a claustrophobic submarine and at last, the city of Atlantis itself. You can control both Indy and Sophie and each have their own special talents. Indy's talents are obvious, punching Nazis and whipping things, but Sophie has rather more interesting attributes...including psychic powers. Indy tends to get by through smacking people in the teeth, but if you take control of Sophie, you'll need to use your wits and brains to get anywhere. So, it's off to Atlantis for some undersea escapades!



▲ Fish-on-a-string? What's that for then?



▲ Indy steels himself for action...

SOPHIA'S A TWO TIMING PSYCHIC

The heroine of the story, Miss Sophie Hapgood, has in her possession, some very important jewelry. This jewelry is made of a very strange substance called Orichalcum. This stuff is supposedly what the ancient people of Atlantis used to power their city. What it has done though, is bestow top psychic powers on the hapless Miss Hapgood. Mind you, the Nazis want that jewelry off her, so look after her!

▼ Will our hero lose his shirt? No chance!

To complete each action, you'll have to guide both characters through the level. It's generally easier to get Indy through, 'cos he can whack people in the teeth if they get in his way. Sophie is a bit wet, so you'll have to be a top hero to save her miserable skin. Problem is, you can't just leave her to the mercy of the Nazis, which would make things a lot easier. Still, Indy's a caring kind of guy and he wouldn't do that sort of thing.



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All cartridges subject to availability.

REVIEW

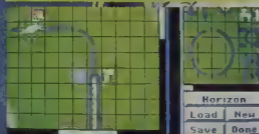
AMIGA £25.99

BY MINDSCAPE

So, you're a hot boy racer who likes nothing more than taking your wheels for a spin around some of the most demanding courses around. Unfortunately, your wheels probably consist of a rickety old mountain bike and the most dangerous place you can find to take it to is up the high street. Luckily Mindscape has come to the rescue with 4D Sports Driving. Choose from a multitude of high-performance sports vehicles and take to the track for one of the most hair-raising rides you'll ever encounter outside of a fun park. Race against the clock or, if you prefer, challenge the computer-controlled loonies to a driving duel to the death! And, when you undoubtedly crash and burn, watch a full replay of your debacle from a number of camera angles. What are you waiting for? Get out there and burn rubber!

BIG TRACK ACTION

Should you get pee'd off with the half-dozen or so ready-to-use tracks, why not have a go at knocking up your own? Just zip along to the course editor option and build your very own devilish driveway! You can make them as easy or difficult as you want, with bits of road and all manner of obstacles, jumps and other magic things!



'Hard Drivin'! It was a bit of a disappointment, its only saving grace being the track editor - and that wasn't exactly brilliant either. 4D Sports Driving, on the other hand, is a very admirable package: combining good, fast graphics with challenging but enjoyable play and a whole host of bits and bobs bolted on the and for good measure. The variety of different game settings means you'll not get bored for a while and, when you do, you can have oodles of fun building your very own nightmare tracks! There are a couple of moans, though: the cars themselves look like cardboard boxes (but to be fair the lack of detail keeps the frame rate nice and nippy) and there's too much disk-swapping, which is a real pain. Despite that, 4D Sports Driving is a fast, fun frolic which will give you more than a few spin-rallied taffel

PAUL RAND



SPORTS 4D DRIVING

Why not create your tracks?

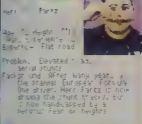


COR! THOSE KERRRAZY KRAUTS!

If you get tired of racing on your own against the clock, why not test your skills against one of the computer-controlled drivers included in the game? Each one has his own strengths and weaknesses - like the German stunt-driver who's scared of heights!

LIGHTS! CAMERA! ACTION REPLAY!

Complete a lap (or trash your motor) and you'll be given the option to view your performance via the handy action replay facility. With VGA-like controls you can fast-forward or rewind through the race to your heart's content and, once you've found that gravity-defying feel of excellence to boast to your friends about, hit the Play button and see those jaws drop!



AMIGA

GRAPHICS	84
SOUNDS	74
PLAYABILITY	86
LASTABILITY	88
OVERALL	84

REVIEW

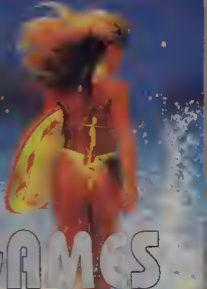
MEGADRIVE £39.99

BY SEGA

Nearly Bodeicous! Station! It's California Games and it's totally non bogus. Californian dudes don't waste their time playing bizarre games like soccer and baseball, they prefer to skate, skateboard or like, juggle hackey-sacks. More than anything though, Californian dudes like to surf. Yup, this is a simulation of some of the hottest sports ever. The list of games reads like a list of overnight feds. There's half pipe skateboarding, there's BMX racing, rollerskating, juggling and last but not least...surfin'! This is what those Baywatch types live for. The game was released on home computers yonks ago and met with critical acclaim. It's part of a long running series that started about a squillion years ago with Summer Games. We then had Summer Games 2, followed closely by Winter Games. This borrows much in the way of graphical style and gameplay from the first three and the result is a multi-player, multi-event laff. You can compete in any event and in any order, or just practise your favourite event for fun. The options are comprehensive and you can have up to nine competitors at one.

CALIFORNIA

GAMES



CRUISE

▼ Wipe out and you get no points

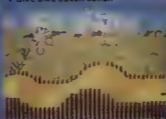


SURFIN' USA

The most typical of Californian sports is surfing. This is what some tanned, well muscled kid, stands on a big ironing board and slides along a great big wave to almost certain death on the rocks. The Sega interpretation of this is very neat. You move up and down the wave in a rhythm to build up speed and you can leap off the wave and perform a tum. Real heroes get points by shooting under the curl of the wave, Californians call this "Curlin' some totally natty toots, dude!". We call it "Very silly and dangerous". It's just like the Old Spice advert!

▼ Bike bike beach action

▼ Hacky sack action



Cor, what a laugh! This is one of the few sports since available on the Megadrive, so you're not exactly spoiled for choice. The events themselves are a fair old laugh and the graphics, it must be said, are amazing. It's one of those games where you really need a few pats around to fully enjoy it. It's OK playing the competition against the computer, but with a gang, it takes on new dimensions. The five events may not sound like much, but each has its own appeal and can be thought of as a separate game. Sound-wise, this cart is raaaaaaaonable. I mean the tunes are brilliantly done, but they're kind of depressing and don't really suit the game. Learning the different control methods for each event is fun and a different talent is required for each sport. Some need speed, some need rhythm, but all need a laid back Californian attitude. Californian games is a brilliant title, but ultimately dull for one player.

Cor, what a laugh! This is one of the few sports since available on the Megadrive, so you're not exactly spoiled for choice. The events themselves are a fair old laugh and the graphics, it must be said, are amazing. It's one of those games where you really need a few pats around to fully enjoy it. It's OK playing the competition against the computer, but with a gang, it takes on new dimensions. The five events may not sound like much, but each has its own appeal and can be thought of as a separate game. Sound-wise, this cart is raaaaaaaonable. I mean the tunes are brilliantly done, but they're kind of depressing and don't really suit the game. Learning the different control methods for each event is fun and a different talent is required for each sport. Some need speed, some need rhythm, but all need a laid back Californian attitude. Californian games is a brilliant title, but ultimately dull for one player.

FRANK O'CONNOR

WHERE'S THE FRISBEE

The original 16 bit versions of Cally Games, had an event not present in the Sega title. Frisbee throwing! This was excellent fun and it gave you the chance to perform some brilliant frisbee related pranks. The game worked best in two player mode and it was a right old laugh. Sadly though, memory restrictions meant that they couldn't fit all the events on one cartridge, so out went frisbee throwing... aah!

Oh deer, oh deer...



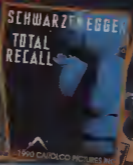
MEGADRIVE

GRAPHICS	89
SOUNDS	78
PLAYABILITY	88
LASTABILITY	86
OVERALL	87

2-HOT 2-HANDLE

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2-HOT



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BLOCKERS, DIGGERS AND BOMBERS

You have a very wide range of abilities to bestow upon a bog-standard Lemming. The list of transformed Lemmings reads like this: Bombers, they self-destruct after a short countdown, taking a good bit of scenery with them. Blockers, the most commonly used, they simply stop the Lemmings from walking any further. Diggers, they dig straight down with their bare hands. Miners dig in a diagonal line using a pick-axe. Bashers punch through rock and earth in a straight line. Bridge builders build diagonal ramps. Parachutists use umbrellas to break their falls and finally there's climbers who can scale vertical walls.

Take a look at the screenshot below and you'll see what I mean.

NUCLEAR CATASTROPHE

If it all gets too much for you and you can't cope with the horrible little blighters anymore, you can call up the Armageddon option. Activating this causes a timer to appear above the head of any Lemming on screen and after a count of five... Kerblammo! The Lemmings are history and you can try that level again. The explosion as the all lock the buckal simultaneously is quite impressive!

REVIEW

SUPER NES £45.00

BY SUNSOFT/PSYGNOSIS

They're lean, they're green, they writhle and scream. They're Lemmings and they're on the Super NES! Hurray! This game caused a bit of a storm when it was released a couple of years ago. The original concept and the hilarious theme had 16 bit owners buying it by the bucketload. The game is essentially simple, you have to guide a number of suicidal Lemmings across a hazard-filled landscape. The Lemmings are completely thick and will walk to their death over the edge of a precipice, through fire or even plummet to a watery grave in the sea. It's up to you to stop them. At the bottom of the screen is a string of icons. These give you the ability to endow a Lemming with a certain power. For example, if the dolt gets stuck like they're going to fall off a cliff, you could make one a Blocker. He will stop dead and any Lemmings who meet him will turn back the way they came. Other powers include bridge building, digging, bashing and parachuting. You have to use these powers to get the Lemmings to the exit, usually on the right-hand side of the level. Sound easy? Don't kid yourself!

HOW TO WIN AT LEMMINGS!

There are a couple of very easy knacks to playing Lemmings. The first, is to pay attention to the hints that sometimes pop up on the screens between levels. Secondly, you should always pause the game and take stock of what's on the screen. The timer stops when you pause the game, so you can stop and think about it all day if you like. Also, keep the rate at which your Lemmings pop out of their burrow down, it's no fun when a hundred death-hungry Lemmings throw themselves off the nearest cliff!

WHAT'S A LEMMING?

A Lemming is a real animal, famed for its suicidal antics. It looks a bit like a gerbil and it's actually quite cute. They don't really commit suicide, as is the popular myth. This stems from their total stupidity when it comes to swimming. Lemmings can't really swim, they're completely crap, but they will carry on trying. To an observer watching them try to cross a river or pond, it looks like they're trying to pop their corks.

SUPER NES

GRAPHICS	86
SOUNDS	91
PLAYABILITY	94
LASTABILITY	94
OVERALL	93

FRANK O'CONNOR

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(Sega Megadrive & Master System etc.) - Consoles **0898 330 903**

BLUURRGHHH! Here we go again, with a stupendous five pages of the best Mailbag in the land, courtesy of the world's only and only host with the most! This month you lot seem to have hit an all-time low when it comes to intelligence, so welcome to the Stupid Thickie Special, in which all the lowest quality letters are hung out to dry. Think you've got what it takes to match my amazing level of wit and wisdom, or just want to know about games? Pick up that pen, do your worst and fire your liveliest laffs off to: **YOB'S MAGNIFICENT MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** As ever, I've got an amazing £100 (One Hundred Pounds) to give away to the best letter of the lot, but nobody wins this month. Well, how the hell do you expect me to award any cash to this crap...

STUPID THICKIE SPECIAL

I'M JUST A THICKIE TOO!

Yob Yob,
I'm an owner of a Megadrive and I think it's really funky. My favourite type of game is platforms, and there are some truly great platform games out there, what with Castle Of Illusion, Sonic and now the great Robocod. But now let's get down to business: I suppose you think I'm going to be sad and sing Timmy Mallet's crap hit single (you're sad to know he had one - YOB) while asking for a jazzmatic hair-cut but no, I'm here to complain. Why are you such a demented little spazmo with a broken disk and the features of one of Mergeret Thatcher's farts?
Mr Big,
London, NW7.

don't you lot write in and tell me which one is best and why, just as long as you don't live in crappy places like Kent.

HELP - I'VE GOT NO BRAIN!

Dear YOB,
I've got a few things to point out to lots of ignorant people out there, so here goes. People claim that consoles are computers. This is all very well, but then they go on to say that consoles are more capable than computers - this might be true with graphics and sound but can they do business applications, type letters or emile? Then these people go on that consoles will force out computers - but how can the be true if consoles are computers? And anyway, could a console run a business? Most great games are released on computer first - Robocod, Lemmings and many more. You might think I'm against consoles - I'm not, I think they're great but they have their place and that is alongside computers and it's likely to stay that way for a long, long, time yet.
JOSS FARMER
Cheverton, Warwick

I'M THICK, I AM

Dear Yob,
Please use your print this letter because I want to know these questions. 1. What is the password for the first level of Shadow Of The Beast II for the Amiga? 2. What do you think is the best game for this Amiga? **BENJAMIN DUCKHAM,**
Woodbridge, Suffolk.
YOB: 1. Aceeeling the first level of SOB II is easy thanks to this oh-so-clever cheat: simply press the fire button to start the game while standing on your head shouting "I'm a stupid asswipe and everyone laugh at me." Lo and behold you're playing the first level! Best of all, you can do this as often as you like - and you'll always start in the same place! 2. Why do you want to know? You'll never work out how to play it anyway...

TWO SHORT PLANKS

I'M AS THICK AS HE IS...



Dear Yob,
I thought I'd write to you again with a new boring letter. This time I'm asking questions. 1. On Super Mario 3 you said there was a small two-player game. I know I'm probably wrong but is it when you move your Mario on the map screen onto Luigi or vice versa? 2. What happened to the end of my last letter. I know it was boring but you could have at least finished it. 3. Are you going to do a column on asking for software where we make crap excuses to get a few games? 4. Does anyone actually send in cheats for the ST? There never seem to be any. 5. Well, that's it from me. Goodbye
JDNATHAN READ
Falmouth, Cornwall

YOB: Boring bumhole though you may be, here are a few enewars: 1. To get to two-player Mario 3, just press Button A on the joyed whilst your pal is ferring about on screen. Easy, eh? 2. I couldn't be bothered. 3. Oh, OK then. Tell me why I should dish out a few odds and sode of free software and I'll throw some freebies in the direction of later I like. 4. Yee thee do end yss there ers. 5. That's the most interesting thing you've eaid.

YOB: Have you been sitting in front of the mirror admiring yourself again?

I'M SO STUPID IT HURTS

Dear Yob,
I have read this month's Star Letter and think the writer has a point but moaned too much. I think he is just jealous that the Megadrive is better than the Amiga.
R. VAUGHAN
Orpington, Kent.
PS The address is for the money.

YOB: I think you're just jealous because everyone else in the world isn't quite as stupid as you. Who says the Megadrive is better than the Amiga? Why



It's true that you need a good computer to carry out business applications and type letters, but who wants to do boring trash like that when there are games to be played? Doh!



JUST CALL ME THICKY MICKY

Dear YOB

I wrote to say that I think your letter pages need a bit of colour. I'm not saying there's anything wrong with them being black and white, but it would add to the atmosphere. For instance, in your pages you like to draw things like somebody being mashed to a pulp or pictures of brains that have decided to lie on the ground and be labelled "badly needed" and other things that involve the writers of silly letters. Well, if you added a bit of red and a few greens, things would start livening up. But then you might have to have your other brilliant pages in black and white. Oh well, perhaps you shouldn't have bothered reading this!

MICHAEL COOK,
Crawley Down, West Sussex.



YOB: Don't bother getting out of bed tomorrow.

I'M A STUPID SWEDE

Dear YOB,

I'm a 13-year-old boy from Sweden. (Oh well, look on the bright side - YOB). I've got a PC and I'll come over and blow your head off if you don't answer these questions: 1. Are there any Super Mario-like games for the PC? 2. Is Golden Axe available for the PC? 3. Is Wrestlingmania any good?

DAVID HOLM,

Eslov, Sweden.

PS CVG is the best thing since Mickey Mouse underwear.

PPS I'll give you £1000 if you give me the £100.

YOB: Done.

AM I DUMB OR JUST STUPID?

Dear YOB,

I am a great fan of CVG and I like GOI as well. I like hand-held machines and I think they are the biz (especially the Gameboy with loads of cool releases on it). I am writing to ask if you could get the CVG mob to include a Top 10 of each hand-held console's games. Thanks.

JAMES TYLER
Liverpool.

You want it? You got it.
Happy now?



I'M A DUMMY TOO

Dear YOB,

First of all I would like to get it straight that if you make fun of my letter I will personally ram a twelve-bore shotgun up your ear (phew, that was closer - YOB) and blow that brain of yours to bits.

Now to the point: a while back I bought Batman the Movie and since then I have

never been able to find myself through the first level. I will be internally grateful (TH - YOB) if you could print a map of the Axis chemical factory for the ST.

Hameda Shather
Kidderminster.

YOB: I've got the map you need right here, but I don't help people who won't let me insult them, so you'll just have to stay a sad little skid stain forever.

I'M SO THICK IT'S UNREAL!

Dear YOB,

I'm just writing in to say how appalled I am at the amount of sad people who think they're so hard by writing threats aimed at you in their letters. I bet these people would not dare say it to your face. I think you should go to the local asylum and give the doctors all the addresses of these sad cases. I wish these people would eat their age!

JAMES SHERRIFF
Towcester, Northants.

I've passed on your address to Doctor Spas's home for sad bumbos and the man in the white coats should be calling just about now...

BUM BOIL



10 BARS MAILBAG

BABOON BRAIN, THAT'S ME!

Dear YOB,
My aunt has an NES. We shall not mention my cousins as they have the gaming abilities of a baboon's fart in Wrexham Marks and Spencers on a Sunday afternoon. Your mag is brill and all that crap and I wouldn't mind a T-shirt. Is Sonic good on the Game Gear? On a lighter note, I'm funnier than a leper in a wind tunnel.
Mattheus Philippus, New Barnet, Herts.
YOB: With a name like that I suppose you'd have to be. What would I give for some genuinely funny jokes? Oh, about a hundred and fifty quid probably, so let's have a few before I have to print another useless letter like this...

FREE
T-SHIRT



MY BRAIN'S AS BIG AS A WALNUT

Dear YOB,
If you give me £100 I'll get CVG every week.
TOM COOMBS, Aldershot, Hants.
YOB If you give me £1 million I promise not to tell the world what a useless dipstick you are and I'll throw in a free subscription for the next thousand years.

WHAT'S AN IQ, ANYWAY?

Dear YOB,
I have a few questions. 1. Which should I buy - a Famicom or a Super NES? 2. What kind of plug is best for the computer. 3. Which is better - a US system or the European. 4. Can I have a hundred quid?
BIRGIR BJORNSSON Hafnarfirdi, Iceland.
1. Whichever takes your fancy. 2. Whichever one works. 3. Depends where you live. 4. No.

THEY CALL ME MR STUPID?

Dear YOB,
I've read a lot about the Megadrive game Sonic The Hedgehog and it sounds brilliant. The problem is I don't have a Megadrive to play the game, so I was wondering if Sonic will come out on any other console or computer - in particular Nintendo or Amiga. If it ever will could you please tell me the date. I would be very grateful.
RHODRI JENKINS Cardiff
YOB: Nintendo Sonic? What are you on? As for Amiga, Sonic should be doing his thing on the 16-bit machine sooner rather than later, but I can't tell you any more because, well, I can't be bothered really. Watch the News pages for more info. Meanwhile, get a new first name...

MY BRAIN'S AS DEAD AS A DODO

Dear YOB,
My brother (who is 10) hogs the new Nintendo we got for Christmas. He is a real addict and I can't get a look in. Apart from getting the Hammer Brothers to pull the lighteners on him, can you suggest how I can get a go?
DAVID HANDLEY, Huddersfield, Yorkshire
PS I am 8 years old and my mum has written this out for me 'cos my writing's not too good yet.
YOB: I have two suggestions: 1. Stop your mum writing crap letters to me and get her to chuck your brother off the machine instead; or 2. Give up and shamble off like the weak little wimp I think you are.



OH NO, IT'S STUPID STEVIE...

Dear YOB,
What do you get if you cross a pig with a naked athlete? Slinky bacon. What about a Kung Fu expert with a vegetable? Bruce Paa. Your mag is brill!
STEVEN JOHNSON Tunbridge Wells, Kent.
What do you get if you ever cross my path again? A flat in your gob.



STUPID
THICKIE
SPECIAL

STUPID THICKIE SPECIAL



I'M TOO STUPID...

Dear YOB,

Whatever happened to The Bugs? The best cartoon strip in any computer magazine has vanished. All I did was stop buying the mag for a year or seven and you stop printing Bugs. So what did you do to them? Did they fall foul of some horrid, nasty virus or did you just callously edit them? I am aged 22 years and much too old to play silly computer games (so my mummy confiscated them).

RL LEE

Bream, Glos.

YOB: It's a coat you a stamp to send this letter in, but it doesn't cost me anything to call you a sad lump of pigeon trofs. Next...

THICK AS A PLANK, THAT'S ME

Dear YOB,

Last May I got a brilliant Nintendo! It was the action set and I completed Mario in three days. But my sister told on one of my hand controllers, so now I can only have one player on my games. I guess you're wondering why I wrote this letter. Can you send me the Nintendo Power Glove and answer these questions: 1. Will Final Fight come out on the NES. 2. If so, when. 3. Are there plans for Super Mario 4?

DANIEL BAKER

Southsea, Portsmouth

YOB: This letter is pathetic. You are about as clever as a chicken climbing up its own ass looking for birdseed. I wish your sister had trod on your head wearing steel toecapped boots.



I'M DUMB-BOY DARYL

Dear YOB,

I have a few questions: 1. Will Mario 4 be converted onto the NES. 2. What exactly is a Powerglove? 3. Can I say Hi to my mate Jason 'Lard-ass' Wells?

DARYL DODSWORTH,

Elston, Nottinghamshire

YOB: 1. Yup, but it won't be what you expect. 2. A place of crap. 3. No.

A BRAIN THE SIZE OF A GNAT'S WEDDING TACKLE

Dear YOB, I am a Sega Megadrive owner, which I am damn well happy with, although I'm slightly jealous of my Amiga owning mates. Why? I hear you ask. Well, they can buy compilation CDs which have a collection of different games on one CD for their Amigas, as can owners of all other computers. Why the hell can't we console owners buy cartridges that give us more than one game? Surely this is not too much to ask!

Paul McArdle, Port Glasgow, Renfrewshire

YOB: What are you on about, you drooling git? You can't buy CDs for the Amiga (except the sad CDTV) and it would cost about two hundred quid per cartridge to do compilations on a console. Do us all a favour and eat your own brain.

THICKY DICKY, THAT'S ME!

Dear YOB,

I'm writing in reply to James Carter (issue 122). I can understand his feelings about new games on the Amiga, but to say that consoles are inferior to the Amiga is wrong. I don't think there should be any comparisons because they're equal. If you only like playing games then buy a console, but if you also want to use it for education, business etc then buy a computer. I think that James Carter was talking out of his ass - just because there are not many new good games available doesn't necessarily mean that consoles are taking over. Many people just want to play games anyway so why spend £200 or so on technology that you wouldn't use? It doesn't make sense.

That's where consoles come in. There is little in the way of great software coming out on the Amiga but on the consoles at the moment there are loads and loads of great games including F22 and I think both the Amiga and the Megadrive should be able to live together side by side and not in competition.

RICHARD WESTWOOD

Chasetown, Staffs.

YOB: I think I know what you're waffling on about, but I'm not quite sure. The Amiga v Megadrive debate goes on and on, so I'm going to perch my backside right on the fence and hope you lot write in before my ass falls asleep and I fall off...

AS DENSE AS FOG

Dear YOB, Please answer the following questions: 1. Is it possible to use a normal AC adaptor with a Gameboy? 2. Has Nintendo got any plans to release Super Mario 1, 2 and 3 on the Gameboy? 3. Are there any good snooker or pool games on the Gameboy? 4. Out of the two Robocop games, which is the best? 5. Have Commodore any plans to release a hand-held?

M Writisher, Plymouth, Devon

YOB: 1. No way thicky, you need a special adaptor. 2. Absolutely not! El Stupido. 3. Yes, about three or four good 'uns Dr. Sad. 4. Robocop 2 is the bast you daft git. 5. Please God, no!



TOO STUPID TO LIVE

Dear YOB, I am writing to complain about the letter that won the dosh in issue 122. How James Carter was yapping on about how he can't get games for his Amiga and about all his friends getting consoles when in the first place there are over 300 games available on the Amiga and only half that amount on consoles. Please could you go round his house and tell him to shove his letter up his bum and then you can give him the kicking he so richly deserves.

Kev Marshall, Croydon, Surrey

YOB: Llatan hare thickey, there are literally hundrade more games available on consoles than on the Amiga so ahut your stupid gob.

I'M A THICKIE DICKIE TOO!

Dear YOB,
Can you land me £100? I promise to play it straight back.

RICHARD HOLMES,
Winchester, Hants.

YOB: No, but I'd have given it to you if you'd asked...

KEV MARSHALL
TOO STUPID TO LIVE



I HAVEN'T GOT THE SENSE I WAS BORN WITH

Dear YOB, Did you know that Hulk Hogan's real name is Terry Boulder? Or that the Ultimate Warrior's real name is Jim Hallbank and Paul Beaver's is Percy Pringle?

Ax, Smash and Crush, Parts Unknown, Waird City



YOB: Did you know that your real names are Sad Divvy, Moon Unit and Thickie Doofoos? Well they are, so bog off.

STUPID
THICKIE
SPECIAL

I'M SORRY MRS LEA, IT'S A THICKY

Dear YOB, Please, please, please can you help me! I have a question about a really old game. The game is James Pond 1 and I don't know who makes it. Do you know a shop where I can get a copy?

Simon Lea, Stockport, Cheshire

YOB: Yaa I do know where you can get one, but I'm not telling you 'cos it's a secret.

HOW'S THIS FOR SUPER THICK?

Dear YOB,
Super Famicom, Super Mario, Super Tanna, Super Ghosts 'n' Ghosts, Super EDF, Super R-Type, What next - Super Super?
N SCOTHEARN,
Ashfield, Notts.
YOB: You pret.



NOT AS DAFT AS YOU'D THINK

Dear YOB, Why is it that all the letters you get are from boys? I attend an all girls boarding school and all the girls in my dorm read CVG. Most of the girls have handhelds, but the school has an Amiga that we can play on after lessons and at the weekend. I think you should have more letters from girls, because we like video games too. One last thing, I think you're really cute.

Natasha Stilwell, Liverpool, Merseyside
YOB: Aww, shucks...

AS THICK AS DUNG AND TWICE AS SMELLY

Dear YOB, I've got a Japanese Famicom, a British NES, a Megadrive, an American Super NES, a Master System, a PC Engine Duo, a Mega CD, an Amiga, an ST, a VGA PC, an Apple Mac, a Lynx, a Gameboy, a Game Gear over two thousand different games and every Game and Watch ever made. Am I great or what?

Mikay Alwyn, Pentlyrch, Cardiff

YOB: Why spend all that money on video games when you could get the brain transplant you so urgently need?

HOW THICK CAN YOU GET?

Dear YOB, If you don't send me 100 and pronto, I'll scream and scream and scream until I'm sick.

Bonnie Langford, Poshly Mansions, London

YOB: Bog off ya ginger gat.



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PROBABLY THE STRANGEST GAME EVER!

CHEAT MODE



It's that Cheat Mode time again, the time when the world's top gamers come together in the pages of CVG and share their game-playing skills and knowledge with the rest of the known world. It can get nasty sometimes, especially when some oik with a ripped-off lip from another mag tries to get into this very exclusive club, but luckily Britain's top sunglasses wearer and owner of smart new haircut, Paul Rand, is on hand to keep the riffians in their place. Anything which vaguely resembles a tip, hint, cheat or map for computer or console should be written on a new sheet of paper (not a piece of bog-roll or one of your dad's old Visa slips), put in an envelope (and try not to cover it with sticky tape - it ruins Randy's fingers to ribbons) and send it to **AYAH! RANDY'S POOR PINKIES LOOK LIKE SLICES OF BACON FROM OPENING YOUR CHEAT MODE STUFF, CVO, PRIORITY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU.** And get tilla - next month there's a £200 software prize if your hint is brilliant - it has to be REEALLY good, mind, or you'll get nowt. Tarr.

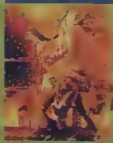
Paul...

AMIGA



TERMINATOR 2

It's a rather stinky license this, but someone has at least spent the time finding out how to finish without actually having to play the game very much. Unfortunately, I can't tell you who that person is, because he hasn't sent his name. He does come from Beverley in North Humberside though, and here's his tip **PAUSE** the game, then press F1 to F10 and fire on the joystick to skip through the levels



sonable couple of cheats to help you along your way. During the game, type **CHOROPPO** to get full power and 99 pts. Press **W** and you will change into a wolf and hitting the **H** key transforms you into a herol

POOL OF RADIANCE

It isn't often people send tips for role-playing games, but here's one all the way from Belgium - pity I can't read the name (it's *Ernst* something). When you are fighting any of the monsters, press **ALT** and **A**. A message will appear saying "The Gods Intervene" and you'll automatically win the scrap!

WWF WRESTLEMANIA

Christian Castro (any relation to that smashing bloke Fidel?) reckons that if you jump out of the ring and pick up the chair, your opponent will follow you out of the ring at which point you smack him over the skull six times and climb back into the ring, closely followed by the other bloke. Get back out and get the chair again and do him over the head another half-dozen times, and repeat the process to knock him out with ease!



ELF

There have never really been a lot of tips doing the rounds for this lameric game (actually, come to think of it, I don't think we reviewed it for some reason!). Anyway, nice Norwegian *Bjorn-Atu Wuk* has found a rea-

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ROBOCOD

Part robot, part fish, all 100% cheat from *Andrew Soper* of Bedfordshire who has sent in the following tip. On the castle where you select your levels, go down to the third tower. Go onto the roof between the third and last tower and walk straight into the tower. You should disappear and then reappear in a sub-level where there are a further two doors at the bottom.



ANOTHER WORLD

Want some codes for this polygon-based adventure spaculer? Here they are in full, courtesy of *Max Harrower* of St Austell in Cornwall.
EDJHICIFLDLBCCOAL
EDILHICIFLAKICAH LALO
 And the final code? **LFEK**.



MEGADRIVE

QUACKSHOT - STARRING DONALD DUCK

A jolly little cartridge, and a quick set of Boss death-type stuff from young *Mark Shrimpton* - an apt surname for he lives by the beach down at Leigh-on-Sea in Essex.

BOSS 1 - ORAKULAR

Stay in the centre of the screen at all times. When Orakular fires his balls, fire popcorn at him to defeat him after a while.

BOSS 2 - TIGER

Crouch down in the centre of the screen and, when the tiger does a high jump, fire upwards at his head, using popcorn if you have enough, otherwise the plungers.



BOSS 3 - GHOST

Stay close and fire at him using any weapon. Then crouch down and he will jump over you and back again. Repeat the process until he dies.

BOSS 4 - BAO PETE

First of all, kill both of *Bed Pate's* boys. Then jump up onto the top-right platform. Pete will travel up the gap between the platforms or from the far left. Fire a plunger at his head then run far left on the top platform then run back to the top-right and fire. Keep doing this until he waves the white flag and choose the diary from the menu to get out.

BOSS 5 - KNIGHT

You'll need the plunger to kill the knight. See which way he is going to face - you can tell by the way he raises his sword. Fire a plunger at the wall and stand on it, then fire at his face. Stay there until the blocks have fallen. Repeat until he is no more.

MICKEY MOUSE - CASTLE OF ILLUSION

Can't remember ever printing this cheat, which has been sent by *Jake Hewkins* (wonder if he has a sister called Selly?) from Cheltenham in Gloucester. It's quite a straightforward one, too; just press A, B, C and **START** to become ghost Mickey.



F22 INTERCEPTOR

The first tip for the first Megadrive flight sim, courtesy of *Sтивен Cain* who says that he will introduce me to his dog's laith if I don't print his campaign codes. Well, we can't be having any of that, can we? Here's the codes.

USA 6PGE02	USSR KSQGV
KOREA, BIOF8P	ACES MH01K1
IRAO GTGE8V	

OUT RUN

Sтивен Cain again, this time with a cheat for the rather average conversion of one of Sega's greatest ever coin-ops. To get a different end-game sequence, enter your name as **ENDING** on the high-scores table.

ROBOCOD

What an amazing cheat I've got for you, all the way from *Paul Nightingale* in Jersey. Walk right, to the first platform and jump onto it - you will be able to see some objects on the roof. Pick them up in the following order:

CAKE, HAMMER, GLOBE, APPLE, TAP

You will now be invincible!

From here, fall down off the left-hand side of the roof and walk to the right until you reach a door. Go through it and walk to the left. Collect the star and go through the exit. You'll now be able to enter any door!

ARCUSS ODYSSEY

This isometric 3D Gauntlet type jobby has kept Jason *Happy* up till all hours at his Sekiik, Scotland abode, long enough for him to jot down a load of passwords and pass them on to me.

WIZARD

LEVEL 2 - HAYAAAACJA

LEVEL 3 - HD4NBAAFK2

LEVEL 4 - J11DAAIKD

WARRIOR

LEVEL 2 - IAAAAAAARJ

LEVEL 3 - IIAAAAAHGO

LEVEL 4 - KJEDQAAJIV

PHANTASY STAR

A bit of a pointless tip, this one from I don't know who because he hasn't put his name on the letter and I've thrown the envelope away (so remember, always put the address where it can't be lost!), but give it a go anyway.

Press the **START** button, and hold down button **B** to slow down the game. Hmm.



DEVIL CRASH

There've been surprisingly few hints for this amazing pinball sim, but *Suleman Noor* of Bedford hopes to correct this sad state of affairs by starting the ball rolling with this following smashing cheat!

Start the game with a chosen password, then press **PAUSE** and hit buttons **A**, **B** and **A**. Jot down the password then press **B** and **A**. Write down the password again (it should be different to the last one). Reset the game and enter the password screen in two-player mode - it should ask you to input 20 characters. Input both passwords and start the game with both players with the same score and number of balls.



SONIC THE HEDGEHOG

You sent in tips for the Megadrive version of this amazing platform corker in their hundreds - now it's the turn of all the 8-bit Sega specialists among you. Well, one of you anyway. And you haven't even included your name! But you do come from Washington in Tyne & Wear, so now you know who you are. To access level select cheat, push **UP**, **DOWN**, **LEFT**, **RIGHT**, 1 and 2.

MIRACLE WARRIORS

Want to find all the keys in *Miracle Warriors*? You do? Great! Just read the following piece of edvice from *Steve Swincer*.

Go round the large desert on the bottom-left hand side of the map. Press button 2 and a menu appears on the top-right hand side, called **SPELL**. Key in the right spell to transport you to the Cave system. When you find the chest, open it to be confronted by a guardian. Defeat it and you will be given one of the three keys. Repeat the process until you have all three.

COMMODORE 64



WWF WRESTLEMANIA

Seeing as it was the top-selling game of Christmas, it's not surprising that we're getting this odd tip sent in for it. One here from a certain *Shawn Barritt*, who hails from Clwyd in that land of sheep and, erm, more sheep. When the match begins, go down to the bottom ropes and wait for your opponent. When he is in line with your fighter start to run at him - he should start to flash and find it impossible to move. Perform flying knees or drop-kicks on him while he is in this state then, when he is out of energy, pin him down for the three-count.

MASTER SYSTEM



ALEX KIDO IN MIRACLE WORLD

David Gilchrist from Sydenham has been beavering away at this fine cartridge, so much so that he's come up with the following tip.

When you kill the first octopus (by punching its tentacles), go inside his bowl to find a secret level containing loads of coins.

READY

STEADY

GO!

GAMEBOY

GAME
GEAR

LYNX

PC
ENGINE
GT

GAMEBOY

GAME
GEAR

LYNX

PC
ENGINE
GT

GAMEBOY

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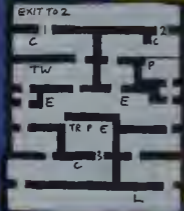
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LEVEL ONE



DOOR CODES

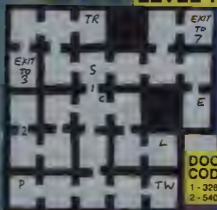
1 - 2473
2 - 9874
3 - 8743

ELECTROCOP

Stuck on this great Lynx game? Don't be any more - just use the map which has been painstakingly drawn by Andrew Harden of Essex, in conjunction with the door codes which he's also included!

S = START SCREEN TW = TWIN LASER GUN
C = COMPUTER TERMINAL L = NORMAL LASER
E = SMART BOMB TT = WALL MOUNTED GUN
P = PLASMA GUN EXIT TO = EXIT TO LEVEL
TR = TRIPLE LASER GUN 23 = OOR CODE OF NUMBER

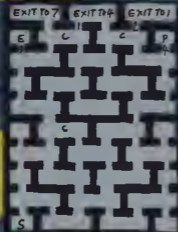
LEVEL TWO



DOOR CODES

1 - 3287
2 - 5409

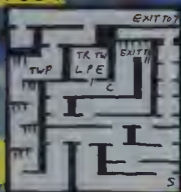
LEVEL THREE



DOOR CODES

1 - 9284
2 - 7210
3 - 3938
4 - 7395
5 - 8294

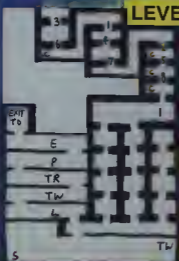
LEVEL FOUR



DOOR CODES

1 - 0394

LEVEL FIVE



DOOR CODES

1 - 8556
2 - 5462
3 - 9973
4 - 7642
5 - 0912
6 - 0074
7 - 7665
8 - 4285

LEVEL SIX



DOOR CODES

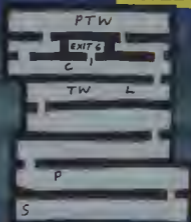
1 - 9722
2 - 8765

LEVEL SEVEN



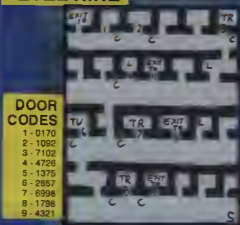
DOOR CODES
1 - 6021
2 - 5824

LEVEL EIGHT



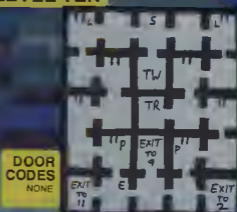
DOOR CODES
1 - 7698

LEVEL NINE



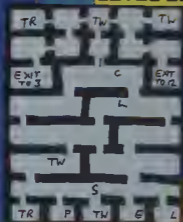
DOOR CODES
1 - 0170
2 - 1092
3 - 7102
4 - 4726
5 - 1375
6 - 2657
7 - 6998
8 - 1798
9 - 4321

LEVEL TEN



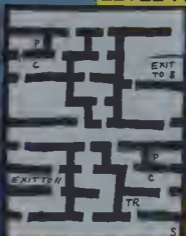
DOOR CODES
NONE

LEVEL ELEVEN



DOOR CODES

LEVEL TWELVE



DOOR CODES
1 - 2987
2 - 6473

KICKIN' ASS IN STYLE

Each of the three fighters available here has distinctly different style. Buzz is a brutish wrestler, who piledrives and punches opponents. He's very strong, but he loses out on speed. Kato is a Kung Fu expert who prefers punching to kicking, he's dead fast but doesn't have much reach. Ty is the best all rounder, a kick-boxer, he's very fast and can perform some spectacular moves. He doesn't have to get as close as the other two - very handy!



REVIEW

MEGADRIVE £35.00

BY TENGEN

Cool Three of the world's hardest gazers have been entered in a highly illegal fight. This is a no holds barred, rollocking bloodfest, where the losers leave in bodybags and even the winners leave on stretchers. Sex is no obstacle either, women are just as likely to climb into the arena as men and are often harder. The three heroes are Ty, Buzz and Kato. Each has mastered a different martial art and they'll fight anybody, even each other. The object of the game is to beat your opponent to death as quickly as possible. The quicker you do it, the more money you win. The action takes place in an arena, the watching crowd stand around in a circle while you fight. You may have to face more than one opponent at a time and you'll have to use all your skill, cunning and complete hardness to win through. The fighters get harder as you progress through the game, with the ultimate opponent being a masked hardman, totally huge and as the game says, totally awesome! So, use all the weapons at your disposal, knives, creles, sticks and throwing elers and go kick some ees!

TOTALLY ILLEGAL DUDE!

Pitfighter is based on an illegal event called Kumite. Kumite is an oriental term meaning simply "fight". This is practiced by most martial arts, simple sparring usually. However, there are illegal Kumite in places like Thailand and Hong Kong, where there are no rules and no set styles. These are run by criminal organisations like the Hong Kong Triads. As the game, these matches often end in death or serious injury, so remember, don't do it at home kids!



CROWDED HOUSE!

One of the most distressing aspects of Pitfighter, is the fact that the crowd get a little more involved than they should. If you get too close to the surrounding throng, they jump out and attack you. It's bad enough when you're being waded by a huge, lumbering psycho, but it's no fun getting stabbed from behind by a leather clad beauty. The crowd very occasionally help you out too, by whacking the enemy fighter, but not nearly often enough.

MEGADRIVE

GRAPHICS	89
SOUNDS	86
PLAYABILITY	83
LASTABILITY	81
OVERALL	82



Pitfighter was a massive success in the arcades, with its digitised graphics and amazing sprite scaling. The simultaneous two player action had queues of blood-crazed video gamers waiting to pump in their credits. The gameplay though, was essentially

very simple, with only a few moves at your disposal. This conversion retains the digitised graphics, but gone is the impressive scaling. Believe it or not, this actually makes it easier to see what's going on and this makes it a lot cleaner-looking than the arcade game. It does however show up just how limited the original was and as a result, the game is quite boring in one player mode. With two players though, it's a good old laugh and anyone who wants nite for the arcade game, will probably love this. The graphics are actually very nice, with reasonably slick animation and nice backgrounds. The music between screens is alright and there's a good bit of sampled speech and girlie screams. Ultimately, it's a bit too easy, but this doesn't matter if you play it with a friend. A reasonable beat 'em up, but Streetfighter it ain't.

FRANK O'CONNOR

REVIEW

NEO GEO

£120

BY SNK

What with the Neo Geo being all official in this country and all, here we go again with TWO megahot reviews for the wonder console. Do we pack it in or what? Anyway, here's CVG Neo hero PAUL RAND with all the goodiee...



Ten years ago, Jeff Bogard was brutally murdered by a vicious hood called Geese. Those were violent times, with killings occurring more regularly than car thefts, so no-one seemed to take notice. No-one, that is, except for Jeff's family and, most notably, his two sons Terry and Andy. For a decade they trained for the day when they would avenge their father's killing - that day is now. It's the annual King Of The Fighters tournament, where the world's best brawlers gather to battle for the ultimate prize: the title of Number One Fighter. Organised by a cartel headed by the now powerful Geese, it's the perfect way to complete the training and put it to the test for, should they get that far, the boys will have to go up against the reigning champion fighter - Geese himself.



Messy graphics? Mountain of moves? It isn't difficult to tell where the inspiration for Fatal Fury came from. Streetfighter 2 is currently the hottest coin-op around, certainly as far as the lads in the office are concerned, and SNK have done themselves absolutely no harm in releasing this brilliant feat of fighting. No compromise have been made in the graphics department - the character sprites are huge and excellently drawn, with lots of great animation. Each of the three available characters has their own special attacks, giving the game more variety. The bonus screens are impressive and, what's more, you don't even have to do them if you don't want them, because they're only there to let you accumulate points. It's the action that shines more than anything, though. Even on Easy mode, Fatal Fury is no pushover, but the most enjoyment is gleaned from battling against a human opponent - just watch their faces (and listen to their abuses) as you smack them all over the playing area. Out of the most recent batch of Neo Geo releases, Fatal Fury is up there with the best of 'em, so get your arse to remortgage the house and go get it.

PAUL RAND

THE THIRD MAN

As well as Terry and Andy, there's a third fighter to choose from. His name is Joe Higashi and he's got no axe to grind with Geese at all. He's only here for the glory, and what better way to grab it than kicking crap out of all the baddies and Geese himself? You can still choose him to fight with one of the Bogard boys, but he's got a pair of girls' shorts on and people might take the mickey if you're seen with him.



WRESTLE WARS!

Every couple of fights, you're whisked off to the bonus island to test your skills against one of those fair-ground arm-wrestling machines. To play, simply press the A button as fast as you can and, if you're hitting it quickly enough, you'll win. The first one is easy to beat, but they get harder on later levels. But don't worry about losing, because the game is only played for points.



Here's a bit of a whiff to get out the bad boys! When all else fails, run!

MANY MARVELLOUS MOVES

Along with an ordinary assortment of kicks, punches and blocks, all three fighters have access to a selection of special moves. These are brought into use by a nifty combination of joystick movements and fire button presses, and they become more powerful the further into the game you progress. Unfortunately, your opponents also have tricks of their own up their sleeves, so be sure to watch out for them otherwise you could well end up flat on your back and out of the game.



NEO GEO

GRAPHICS	93
SOUNDS	89
PLAYABILITY	94
LASTABILITY	95
OVERALL	94

ROBO ARMY REVIEW

NEO GEO

£120

BY SNK

Earth is on the brink of destruction. A robot army created by a lunatic megalomaniac is on the march, bringing chaos and terror to everything in its path. The world seems doomed. However, there may be a saviour. Rebel forces have created a prototype weapon: a combat cyborg. Half machine, half living tissue, with an array of combat skills and special weapons, this powerful creation could be just the thing to stop the terrible onslaught now answing. But surely, one cyborg can't stop a battalion of metal warriors? That's up to you. Step into the cyborg's metal frame and swapp a path through scores of man-made marauders, utilising a variety of moves and bonus artillery found throughout the game. At the end of each stage is a commander which, when smashed, allows safe passage through to the next stage, containing ever more difficult enemies. Well, what else do you expect? Kick butt!

THANKS...

...to Console Concepts for the review cartridges used in both reviews. Call 'em on 0782 712759 for Neo Geo goodies.

A DOUBLE DOSE OF DESTRUCTION

If you can't manage to defeat the army on your tod just find a meta, plug in a second controller and indulge in two-player mayhem. You can't damage each other, but it's a great laugh pinching the items that the other player has fought tooth and nail for!

A BIG GREEN RACING CAR

Some of the robots, when destroyed, drop items which either boost your energy or give you extra oomph in the fighting department, depending on what's been picked up. The smartest item by far is the one which turns your cyborg into a big metal buggy which can then be used to ram the attackers. It's built onto your frame in a similar way to that seen in the Light Cycles race in the film *Tron* and it looks bloody impressive!



Here's yet another Neo Geo fighting game and, like all the others, it's a good looker. Robo Army has some really classy graphics, with massive robots charging all over the place both on foot and on big motorbikes. Sound effects are superb - nasty punches and kicks and some hot metal tracks playing away in the background. Robo Army is similar in terms of look and the way it plays to *Burning Fight*, itself a complete rip-off of the classic *Final Fight*. Trouble is, it's not as good as either, with only a few moves to put into action. There are a lot of special weapons available to break up the battering end, with only a couple of continuos, at least you're not going to complete the game straightaway. Robo Army is very good, but *Burning Fight* is a better example of the genre.

PAUL RAND



NEO GEO

GRAPHICS	90
SOUNDS	88
PLAYABILITY	82
LASTABILITY	83
OVERALL	84

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OFFICIAL U.K. HIGHSCORES

DEAR LIMPWRISTS,

The mailbag was stuffed this month with letters from people who reckon they could best last month's games challenge winner, Matthew Pont. If you still reckon you're up to the challenge, then drop us a line to the usual address giving all the relevant details. We also want to see more handheld scores, so get your device out of your pocket and get playing. Game Gear, Gameboy or Lynx, it's all the same to us, just make sure those scores are high! So here's your official monthly guide to who's sad and who's rad in the world of video games...

SADIE

AMIGA

You Amiga owners have been a bit busy. There's some truly inspired scores here this month and a pretty mixed bunch of games. It seems there are a lot of PGA players out there and the competition is pretty stiff. Let's see some more of the same next month.

PITFIGHTER	21,530
Ajay Shah, Moseley, Birmingham	
DOUBLE DRAGON	121,560
Richard K., Thornbury, Avon	
HAVY SEALS	60,400
Chrlstophar Towars, Somarham, Camba.	
PGA TOUR GOLF	-44 (4 ROUGH SAWGRASS)
Ross Clea, Macclesfield, Cheshire	
FINAL FIGHT	147,850
Marcelo Silva, Lleria, Portugal	
BLOOD BROS	565,800
Anders Rostrup, Vegg, Norway	
NEW ZEALAND STORY	7,165,399
Gum Brown, London	

ARCADE

Gannar is the first reader to complete Streetfighter 2 using every fighter. He did it using one credit for each player, quite an achievement!

STREETFIGHTER 2 COMPLETED WITH ALL FIGHTERS
Rumar Gunnarsson, Reykjavik, Iceland

SMASH TV 359,490
ee Osborne, Bury St Edmunds, Suffolk

NARC

Frank Hughes, Birkenhead, Merseyside

COMPLETE 1 CREDIT

POWERORBIT

Stuart Benton, Newry, Co Down

10,000,000

AMSTRAD

The Amstrad scores have dried up a bit this month, so I want you all to put on your special gaming trousers and get playing. How about some Turtles related high scores? Or perhaps Turrican 2? Come on Amstrad owners, get your akates on!

WONDERBOY	100,970
Andrew Browning, Gateshead, Tyne-Wear	
GRYZOR	318,426
Malky Brown, Surbiton, Surrey	
DOUBLE DRAGON	90,265
Andrew Browning, Gateshead, Tyne-Wear	

GAMEBOY

Slygo Elings is the dullest name I've ever heard, but his score on Dr. Mario isn't dalt at all. Steven Lewsey rockets in with a brilliant score on Bill And Ted, totally excellent! Manaf from Bahrain is the first reader to have completed Rockman World! Well done Manaf!

OR MARIO	108,500
Slygo Elings, Holland	
ROCKMAN WORLD	COMPLETED
Manaf Almuhandis, Manama, Bahrain	
BILL AND TED	COMPLETED
Steven Lewsey, Ounbartonshire, Scotland	
PAROOIUS	COMPLETED
Tza Cheng, Camberlay, Surrey	
SOFTEN MACHINES	10,000
Jade Todd, Orelia, Western Australia	

MEGADRIE

A sudden reurgence in popularity for Strider this month, as the entree coma flooding in. M. Cooper Davis from High Wycombe has the grandest score of all though. If you reckon he's a clisy, try your joystick hand and see if you can beat him!

MICKEY MOUSE	COMPLETED 1 LIFE
Nell Robinson, Whetley, Wigan	
STRIDER	84,350
M. Cooper Davis, High Wycombe, Bucks	

SHADOW DANCER Jonathan White, Lelgham, Plymouth	1,094,000
WRESTLE WAR Jamie Hudson, Pannine Way, Humberide	FINISHED-UNDEFEATED
WORLD CUP ITALIA 90 Daniel Mardell, Hadleigh, Essex	WON WORLD CUP USING JAPAN
BUSTER DOUGLAS BOXING Darran Ford, Epsom, Surrey	6,559,100
AFTER BURNER 2 Marcus Wallbank, Stevenage, Herts	79,204,321
STREETS OF RAGE Keith Pentland, Cathness, Scotland	665,200
"PIDERMAN eul Davie, Rochdale, Lancs.	146,871

NINTENDO

Ooh! A smart score on Double Dragon 2 this month and a couple of rather old games get the treatment too! Donkey Kong Jr gets a long overdue airing and the rather iffy World Wrestling is destroyed. I know you weeds can do better than this! Get writing suckers!

DOUBLE DRAGON 2 Steven Yeo, Ayr, Scotland	913,027
GHOSTBUSTERS 2 Lee Hughes, Herts.	165,460
DONKEY KONG JR Andrew Brent, Crawley, Sussex	103,300
DUCK TALES Neil Whitehouse, Park Farm Estate, Wolverhampton	COMPLETED
WORLD WRESTLING Andrew Elean, Brookside, Telford	443,460

PC ENGINE

A rockin' good score on Gradius from haggis-baahar Evander McIver and PC Kid 2 gets the full treatment from Tom Currie in Derby. The dubiously named Itchy Smith's high score on Batman still holds and as it's the maximum score possible it looks like nobody's gonna beat it!

PC KID 2 Tom Currie, Etwell, Derby	1,035,050
--	-----------

GRADIUS Evander McIver, Fountainbridge, Edinburgh	COMPLETED 1 LIFE
NAMCOT BASEBALL Kip Murphy, Irvine, Beolind	18-0
BATMAN Itchy Smith, Stretford, London	999,999

SEGA

Dynamite Dux was brilliant in the arcades and the Master System version did it justice. Steven Tomlin's score is extremely impressive, but I bet there's someone out there who can beat it! Also, Mark Jamaaon's high score on R-Type has remained unbeaten for two months! Get playing!

DYNAMITE DUX Steven Tomlin, Morpeth, Northumberland	649,340
MICKEY MOUSE Richard Nins, Coventry, West Midlands	856,750
SONIC THE HEDGEHOG Denny Cartwright, Moreton, Wirral	299,900
R-TYPE Mark Jameson, Whitby, Yorkshire	712,500
OUT RUN Jonathan Goodall, Chesham, Gwent	11,281,680

SUPER FAMICOM

Jerry Boy is a fabbo little game and I challenge anyone to beat Gareth Trotter's massive high score. I also challenge anyone not to be moved by the sad tale of poor Jerry Boy, what a weeper! Well, Joe And Mac is out, so there's no excuse for not sending in scores!

SUPER GHOULS N' GHOSTS Dave Barnett, King's Heath, Birmingham	349,800
JERRY BOY Gareth Trotter, Edgeware, Middx.	190,990
DARIUS PLUS Dave Barnett, King's Heath, Birmingham	4,867,550
AREA 88 Roger Scott, Brighton, E.Sussex	612,900
F-ZERO Mark Quine, Childwell, Liverpool	70,120

AMPUTATE HERE

Right, stinky boys, you're all a bunch of toasted butter cakes and you know what to do - every month, CVG will be throwing down the gauntlet to all you weaklings. Just fill out the form below and send it to the usual CVG address. If you score is hot and beefy enough, we'll print it in the high score chart and if it's particularly impressive, you may even get the chance to enter the CVG challenge! You'll get to play against the world's grooviest gamers, the CVG boys and you may even walk away with a sexy prize!

DEAR SAGIE, I AM FAB AND A LOT BETTER THAN THOSE DRIVELLING CVG BOYS ANYDAY. SO HERE'S MY HIGHScores...

NAME _____ SCORE _____
NAME _____ SCORE _____
NAME _____ SCORE _____

NAME _____
ADDRESS _____

TELEPHONE NUMBER _____
MY MACHINE IS _____

Ultima VII

THE BLACK GATE

Ultima VII makes another giant technological leap forward. Harnessing the full extra power of the latest generation PC's, the Ultima world literally takes on an extra dimension, with a completely new full screen VGA graphic environment which brings fantastically realistic close-up views of the game-play as it develops.

Instead of watching this amazing interactive story unfold through a small window, now you are in Britannia! Absorbing the atmosphere. Feeling the pressure. Actually hearing the characters speak. Controlling your every move and those of your companions, in a unique, mouse-driven environment.



System Requirements*

- 100% compatible 386SX, 386 or 486
 - Hard Disk, High Density 5.25" or 3.5" disk drive
 - 2MB Memory
 - VGA/MCGA colour monitor
 - Keyboard and/or mouse
 - AdLib, Roland MT-32/LAPC-1, CMS Soundblaster Sound Card*
- *Required for speech.

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**MINDSCAPE
INTERNATIONAL**

REVIEW

MEGA CD £45.00

BY WOLFTEAM

Sol Feace! What kind of name is that? Well, as far as we can tell, it's the name of the spacecraft you pilot in this horizontally scrolling shooter. The plot is entirely in Japanese, so it could be about anything. Mind you, the plot doesn't really matter too much as all you have to do is fly along and shoot things. There are all the usual features in this game, like end of level bosses and extra weapons. The action takes place in deepest space, with hordes and hordes of baddies hurling themselves at you, looting of bullets as they do so. The weapons come at set intervals, little pods which you have to shoot to release the goodies inside. The weapons simply boost your laser power, giving you wide shots if you're really lucky. The whole time you play, bits of space debris come spinning onto the screen. These are indestructible and have to be avoided. So, off into deep space with you young man and don't come back until you've saved the Universe.



TWIRL THOSE SPRITES!

The most widely used effect in Sol Feace, is the MEGA CD sprite rotation. This simply spins the sprites around as they move towards you. This effect is impressive, but the chances are that you won't notice it anyway. The worrying thing is that this effect has been seen before on the standard Megadrive, in a game called Granada X where an end of level nasty spins around in much the same fashion. Makes you wonder just what the Mega CD can actually do.



SPACE JUNK

It seems that people of the future haven't learned their lesson. All the litter that you see in the streets is nothing compared to the junk floating around in space. There's tons of it. Collide with a hunk of damaged space ship and you're history. As it rushes toward your fragile ship, you can slow it down by blasting it, but it's easier and safer to avoid it. You'd think that there would be some kind of cosmic litter bin around, but no such luck I'm afraid.



SOL-FEACE

▼ The big red thing of doom.



All that technology, all that memory, all that speed and what do they do with the Mega CD? A horizontally scrolling shoot 'em up. Zlich out of ten for originality. Wolfteam. That's maybe a little harsh, the game does have a few things going for it, like the

incredible speed and impressive sound effects. It's difficult to know what to expect from the Mega CD, we've only seen one other game and that was a bit crap. Graphically, it's no great shakes, there's tons of sprite rotation, but fens of crusty old Granada X have seen the Megadrive do this anyway. In short, apart from the music, there's nothing here that a Megadrive can't do anyway. The intros are smart, but hardly awesome. The soundtrack is funky enough and there is a lot of music but to tell you the truth, you'd be better off buying something like Gynoug or Hellfire. Not a total waste of money, but hardly ground breaking.

FRANK O'CONNOR

OH NO! IT'S JAPANESE!

There is one almighty problem with buying CD games from Japan. They're all in Japanese. It's not much of a problem with shoot 'em ups like this, but you do miss out on the huge narrative while you play. There's a ton of speech on this game and if you can understand Japanese, it probably adds greatly to the game. Sadly though, the chances of getting games with English text and speech are minimal. If you want to reap the full benefits, you'll have to wait for the official launch sometime in Autumn. Sega promise that there will be at least eight games available at launch time.



MEGA CD

GRAPHICS	86
SOUNDS	90
PLAYABILITY	87
LASTABILITY	88
OVERALL	89

HEAVY NOVA

REVIEW

MEGA CD £45.00

BY MICRONET

INTERESTING INTROS

Heavy Nova certainly looks impressive and the first thing you'll see when it loads up is a beautiful animation. This is a fairly big cartoon, with lots of flashy special effects and weird "cameo" angles. Owners of PC Engine CD ROM machines will have seen this kind of thing before. These cartoons are also used to break up the various levels, with bits of plot and new assignments being shown between rounds. Neat!



In the future law and order are no longer handled by humans. Sophisticated weaponry has made life too dangerous for mortal cops. Crime however, has a new enemy. Heavy Nova Future cops. Steel replaces bone. Titanium replaces skin. These guys are kick-ass death dealers from space. As a member of the newly formed Tokyo Robopolice, your tasks are many and varied. You have to fight crime wherever it rears its ugly head and you have to do it with your bare hands. The robots have all been programmed with various martial arts skills and it turns out that robots are the ones committing the crimes too. Yup, not a human being in sight in this scrolling beat 'em up. Just droids, droids and more droids. It's similar in style to Rolling Thunder, but without the guns. You can choose from a wide range of robots, each with their own range of moves and features. All you have to do really is walk along a scrolling world, beating other droids up and avoiding traps. There is however, a two player head to head option, similar in many ways, to Streetfighter.

STUDIO RIVER KIDS?!

The musical accompaniment to Heavy Nova was supplied by a top Japanese band called the Studio River Kids. A weird name and a weird band too. The lead singer is a grile and she warbles on like an injured sparrow singing to a tune that sounds like it belongs to a video game anyway.

One of the snarlier robots slides towards our hapless robotic hero. Best thing to do is to leap out of the way at the last possible moment.

THE AMAZING SPRITE SCALE SCANDAL

Everybody knows that the Mega CD is capable of some brilliant graphical effects, which is a bit odd seeing as this game contains none. Sure, the sprites are big, but you've seen bigger. The backdrops are pretty, but nothing special. Rumour has it that Micronet were told just to program it as if it was a normal Megadrive, but with tons and tons of memory. Well, that's what they've done, with zillions of levels, bags of sprites, tons of music and no sprite scaling. Boo!

MEGA CD

GRAPHICS	81
SOUNDS	90
PLAYABILITY	78
LASTABILITY	79
OVERALL	80



So this is the CD ROM then, is it? Heavy Nova starts off with a very pretty intro, with a teeny-bopper Japanese band playing and singing in the background, while a typically Japanese cartoon shows the plot. The animation is very impressive, but there

isn't as much of it as you might think. Still, the gameplay's what counts and Heavy Nova has a few novel twists. For one thing, we all thought this was going to be a straightforward arcade beat 'em up, but this is really two different games. One is an involving scrolling adventure, with you thrashing ass as you explore the terrain. The other game is a simultaneous two player martial arts game. It's not exactly Streetfighter 2, but it's OK for a laugh. Indeed, that's the whole problem with Heavy Nova. It's alright. You've probably been expecting the Mega CD to be some kind of super dream machine. It may well be, but Heavy Nova doesn't show it off. Neat graphics, slick animation and impressive music, but nothing special at all.

FRANK O'CONNOR

AT LAST



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emup
Images

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good newsagents NOW!

The mighty Super Mario is this month's number one, with the recently released Double Dragon might just be strong enough to take the top spot next time round - we'll wait and see!

- 1 1 SUPER MARIO LAND
- 2 REDOUBLE DRAGON
- 3 4 F1 RACE
- 4 8 THE FALL OF THE FOOT CLAN
- 5 7 BUGS BUNNY
- 6 5 GREMLINS 2
- 7 2 DUCK TALES
- 8 3 ROBOCOP
- 9 6 BATMAN
- 10 NEPAPERBOY



PC ENGINE

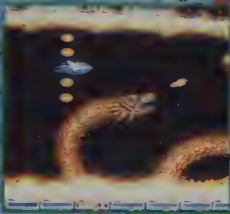
The cutesy antics of Coryoon make it to number one, with Magical Chase following close behind. Sadly though, the awesome Gradius slips a few notches, hanging in at number four. PC Kid 2 looks like a permanent fixture in the charts though and quite right too!

- 1 CORYOON
- 2 MAGICAL CHASE
- 3 PC KID 2
- 4 GRADIUS
- 5 RAIDEN TRAD

MEGADRIE

Hardy, har, har! Those smart Megadrive owners have recognised a good thing when they see it and made Rolling Thunder 2 the number one cert. It must be popular, because it only runs on SCART Megadrives. Everyone else will have to wait for the official release!

- 1 ROLLING THUNDER 2
- 2 QUACKSHOT
- 3 JOHN MAOON'S 92
- 4 F22
- 5 JOE MONTANA 2
- 6 BARE KNUCKLE
- 7 SPEEDBALL 2
- 8 OEVI CRASH
- 9 ROBOCOP
- 10 ROAD RASH



REVIEW

AMIGA £25.99

BY NOVAGEN

It's a tough old life when you're a space-age Mercenary out for an honest buck. You risk life and limb to save other people's planets by getting rid of a rogue comet and they throw you in jail and chuck away the key! OK, so you made a cool 50 million destroying the comet Damocles - but that won't get you far when they throw you onto the astral with a new assignment! This time round you face a new enemy, the enigmatic PC Bill. Who is he? What does he want? Where did he get such a stupid name? How the hell are you going to save the solar system? Go to it, my lad, it's a whole new world out there...



Mercenary maestro Paul Woskee still owes me approximately two months of my life, 'cos that's how much time I spent on Damocles. Now he's done it again! Mercenary III is the sequel to the original in every sense, and if you're a fan of the original this game is big news. Fabulous it certainly is in most respects, except I can't shake the nagging feeling I've done all this before. Sure there are characters to interact with this time round, and this adds a whole new dimension to the game, but you can't help thinking you've already seen it. Maybe I was expecting too much, but I'd like to have seen a true successor to the original with a completely revamped setting and scenario. That aside, Mercenary III is the closest you're going to come to Virtual Reality on your home machine, and it's easy to get lost inside this wonderful world. A worthy successor which could have been another classic, Mercenary III offers a fantastic game-playing experience, but just pips it all at the HPI post by being a tad too faithful to the others. A great game nonetheless!

TIM BOONE

SO WHAT'S GOING ON?

Sprung from prison, you learn that PC Bill is about to stand for election. Only trouble is he's a bit of a bad lad, and with him in charge it's Doom Central for all and sundry everywhere! It's up to you to stop him - but how? We know, but we're not going to tell you 'cos you'll have a load of fun finding out! This is just one of the five missions in the game, progressively more difficult and some seemingly impossible. Good luck!

Any letters in that mailbox for me, postie?

Check out the rectangular geezer by the window!

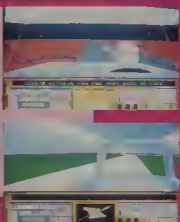


MERCENARY - THE LEGEND

Mercenary was one of the all-time great 8-bit games, featuring astonishing gameplay and a wireframe 3D world which was, in its day, a breathtaking achievement. Then came Damocles (Mercenary II) and 16-bit gamers were at last treated to a true 3D challenge, with fabulous filled vector graphics and incredible gameplay to match. Mercenary III takes up the story where Damocles left off, only this time round things have changed in a big way. In Damocles, everyone had fled the impending comet of doom, so there was no-one left to talk to. In this game they've all come back, and to get ahead you have to interact with some word and wacky people!

GETTING AROUND TOWN

Unlike Damocles, which boasted all sorts of ships at your disposal, getting around in Mercenary III is tricky to say the least. You can always call a taxi, but the vast journeys you'll make will set into that cash. So why not catch the bus instead? You'll have to watch the timetable though, 'cos there won't always be another one along in a minute!



PLANETS A PLENTY

Just like Damocles, Mercenary III features a whole solar system to explore, and the whole thing is slowly turning as you play. This is as close to VR as you're likely to get on home computer, and there's a great sense of "being there." Just watch those two-mooned sunsets to see what we mean!

AMIGA

GRAPHICS 88
SOUNDS 71
PLAYABILITY 89
LASTABILITY 89
OVERALL 88

Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can. Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before. Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Popergirl too!



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REVIEW

SUPER NES £45

BY HUDSON SOFT

Super Adventure Island is here and it doesn't look anything like Wonder Boy, honest! Well, maybe it does look just a bit like Wonder Boy, but I'm sure that's a complete coincidence and Hudson Soft didn't pinch any ideas from Sega's great old game. Well, this features the most cunningly original plot you've heard for ages. Your girlfriend's been kidnapped by an evil magician, you don't get much of that in video games, do you? It's up to you to rescue her and you're well qualified for the job. You're a cherubic little caveman with some incredible jumping skills and a handy line in axe throwing. The land is filled with hazards, mostly the local wildlife, always hungry and generally deadly. You yourself have to eat a lot. A rapidly decreasing energy bar at the top of the screen must be topped up by scooping the various fruits that litter the countryside. As you race across the prehistoric landscapes, you'll find a host of hidden goodies and secret bonus levels, as well as a fair bit of danger! So get to it Wonder Boy, er... I mean Adventure Island Boy!



Ooh! This is nothing like Wonder Boy (I don't bloody think!). No similarities at all as you guide a small cave-boy over a prehistoric landscape, eating fruit and lobbing axes. The game is a blatant rip-off of Wonder Boy, but that's not necessarily a bad thing. The game-

play is a smart mix of platform action and combat related high-jinks. Graphically, some of the screens are wonderful, funny sprites, slick animation and brilliant characters. The graphics improve as you get further and further into the game and the end of level boones are a hoot. The music deserves a special mention. It is, without doubt the best music so far on the SNES. The brilliant tunes even beat the awesome Actraiser and that's saying something. We liked it so much, we played the game just so we could thrill again to the delectable combination of groove filled grooves. Awesome mixing, sampled voices and brilliant orchestration all add up to a sonic treat. The gameplay is simple and at times, frustrating. The sprite collision, while accurate, is unfair and leaves no room for error. Pixel perfect jumping ehoy! A good laugh though and a worthy purchase.

FRANK O'CONNOR



TALLY ME BANANAS

To stay alive for any duration in Adventure Island, you have to constantly consume quantities of fruit. These fruits float around in the sky (the way fruit does) and you have to jump to reach most of it. Some of the fruits are invisible, but can be revealed by shooting thin air for a bit. If your energy bar runs out through lack of fruit, you're history!



All sorts of weird-related shenanigans...



SUPER ADVENTURE ISLAND

SECRET SCREEN SURPRISE!

There are tons of hidden bits n' bobs in Adventure Island, but best of all are the hidden levels. These are a sort of bonus sub-game and can only be found by doing something special and I'm not going to tell you what! Oh, alright then. You have to jump in a special way and in a special place. If you fire a weapon and it elops for no reason in mid-air, that's where to jump. A star will appear and whisk you off to wonderland. You simply collect all the icons to get a free life. Simple



REVIEW



Wonder Boy ravelled - that's the simple description of Super Adventure Island. Don't be too downhearted though (especially because Wonderboy is a fab classic). This game is sufficiently different to stand out from the crowd and hard enough to keep

you slebbing at the old pad of joy for ages. Presentation is tip-top; epitas and backdrops are a syrupy-sweet dream and they galavan baiter the further into the game you venture. And sound is absolutely unbelievable - chock-full of samples and the music is perhaps the best heard on any current Super NES game to date! The game itself won't have your brain doing cartwheels, but that doesn't mean to say it's not terrific, because it is, even when it's being ally and reckoning you've hit a epita when in fact you've just missed it! A hearty bag of Wonderboylah lun 'n' frolics is what you'll get from Super Adventure Island - and you can't say fairer than that now, can you.

PAUL RAND

WONDER BOY DEJA VU

This game is a total rip-off of Sega's Wonder Boy. It's actually a sort of sequel to a game called Adventure Island on the NES. This too, was a copy of Wonder Boy. Funny that, cos' Hudson Soft are famed for their originality. Still, it's a decent enough game and there are a couple of real differences (not many though).



Getting a bit behind? Get your skates on!

Flip me, look at the size of that!



GREAT ISLANDS OF THE WORLD

There are lots of famous islands in the world. There's Fantasy Island (Doe plane boss, doe plane), there's Alcatraz Island where Clint Eastwood lives. You could go to Rainbow Island and get eaten by a big spider. There's also Monkey Island and even Bog Island (it's not really an island, well actually it's a pub). The best and most famous island of all though, is Treasure Island where the black spot lives.



Human - it's the secret bonus level!



Bad and boss / No power!

ADVENTURE ISLAND

SUPER NES

GRAPHICS	88
SOUNDS	93
PLAYABILITY	85
LASTABILITY	85
OVERALL	87

ARCADE ACTION

When the Funland arcade at the Trocadero in London's Piccadilly Circus set up four Final Lap II machines for eight-player simultaneous racing taffs, the CVG heroes just had to give it a go! After all, Final Lap II is THE best-ever racing game yal seen! So, stopping only to round up the staff from sister magazine MEAN MACHINES, we rushed off to the West End for some serious pedal-to-the-metal fun and frolic in the amazing Arcade Action Grand Prix Challenge!



THE BOY RACERS...

TIM BOONE (CVG): The man who drives the crappiest Vauxhall Nova 1.2 in the entire world had a lot to prove. Would he fix his pants at speeds above 32mph?

FRANK CONNOR (CVG): Ever since he took a ride in Jazza's Pauged GTI he's suffered from accelerophobia - fear of going around corners at high speed. Could the man Frankie stop shaking on the day?

PAUL RAND (CVG): Self-acclaimed Final Lap II Champ - high things were expected from the man who aspires to a Ford Capri but has to make do with an out-of-date bus pass instead.

OZ BROWN (MM): Self-acclaimed Final Lap II Champ - low things were expected from the man whose only driving experience is a pedal car.

JAZ RIGNALL (CVG/MM): Put him in a car and he grows a pair of horns, a forked tail and breathes fire. Then his brain switches off and he's ready to roll...

RICHARD LEA BETTER (MM): The ice man - but inside that cool, suave exterior is a raving lunatic just waiting to snatch up that wheel!

RADION AUTOMATIC (MM): The man with the brightest hair cut in town - and the saddest driving abilities anywhere.

GARY HARROO (MM): Old Toblerone bonce as he's known (check out that haircut!) is UK Streetfighter II Champion - but is he a Final Lap II shambling baboon?



RACE ONE - USA

The Championship started off on the simplest track to give everyone a fair chance - and the race certainly proved exciting. With a screech of tortured engines the racers burned off - leaving skid marks all over the track whilst sad Rad and Gary left a few in their underwear! A five-car pile-up at the first corner left smug-boy Jazza lagging miles behind and Britain's arcade superplayer never caught up with the pack. Instead it was headed by Paul Rand, who won the first race and decided to be an annoying Northern git by yelling it to everyone.



080

As you can tell from his pained and wan expression, sad Paul Rand is losing.





▲ **Mr Psycho himself.**
Jazze uses his Southern
sashtront XR3i-bashing
driving tactics to smash
his way to the front.



▲ **A study of concentration**
as Frank works out which
combination of gears and
pedals make his car move
forward.

RACE THREE - ITALY

The third race turned into a veritable scrap, Tim, Rich and Jazze fought for the lead. On the last hairpin turn, beboon boy Rignall tried to force the other heroes off the track but only succeeding in spinning off - leaving Rich to grab the honours and Tim to emaze himself with second place. Way back down the track, CVG and Meen Machines sad shufflers Frank, Gaz and Oz showed in graphic detail the true meaning of the dnbbble-drive as they (s)creepped for 6th, 7th and 8th positions.



◀ **Would you trust a man
like this with your
racing car?**



▲ **Look, he's all lonely -
It must be Frank
O'Connor**



▲ **On the grid...**

RACE FIVE - MONACO

The twisting, narrow track of Monaco certainly sorted the men out from the boys. Gary Harrod had a moment of glory when he streaked ahead, but the dozy dobber-head forgot to use his steering wheel when he came to a hairpin bend and ended up wrapped around a tree! Paul 'n' Jaz struggled in a bitter battle of monstrous egos - and it was the miserable Northerner left wanting as the lad who recently smashed up his Peugeot GTI streaked past the finishing post first!



◀ **Ice man
Rich
burns
rubber.**



▲ **Way out in front -
it must be Rignall again!**

◀ **Oz Brown working
out how to go
forward...**



RACE TWO - USA

The Meen Machines morons had their hour as they sped off, working almost as a team to shut out the CVG boys. But then a horribly sad display of gibbon-like driving resulted in Oz spinning out of control in front of Tim, Paul and Gary taking them all out in one go. While Jaz, Rich 'n' Rad laughed their self-satisfied way around to the chequered flag, the rest of the field limped around to a shambling finish as laughter filled the air...



RACE FOUR - ITALY

That freak of nature, Radion Automatic, had a freak of fortune when he sailed past the finishing post to pick up the honours in race four! Paul Rand had spent the entire race breathing down his neck (ugh!) in an attempt to try and grab some of the glory he thought he so thoroughly deserved. Meanwhile, after a poor start, Tim had fought valiantly though the field to come a close third - while Frank, Oz and Gaz were at the rear with yet another whiffy display of low quality credom.

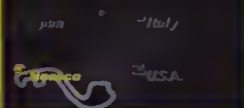


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HOW AWAITING OTHER ENTRIES.



▲ Four tracks to choose from - Monaco is by far the most difficult.

RACE SIX - JAPAN

How the Last of the Great Virgins, Frank O'Connor, won Race Six is such a big mystery that Arthur C. Clarke is coming along to investigate. Maybe it was due to the fact that Frankie boy managed to career unscathed through the seven-car pile up that occurred on the starting grid and notch up such a humungous lead that nobody could catch him! We'll never know.



RACE SEVEN - USA

Back on the oval track it was back to the battle of the egos as Jaz, Rich and Paul discovered that the track wasn't big enough for the three of them. Many disgusting, filthy, underhand tactics were in evidence as Jaz bumped both Rich and Paul off the track (to which Paul screamed something about dirty bar stewards, whatever that means) to come first. Tim sadly gave us a veritable clapped-out Robin Reliant of a performance and came such a sad shembling last that everyone else forgot he was still going.



CONFIRM BY PUSHING THE PEDAL



▲ All set for Italian antics!

RACE EIGHT - ITALY

The boy Rand had the last laugh in Italy as he scooted to victory, leaving Jaz 'n' Rich eating his dust. Frank popped up in fourth, with Gary fifth. Tim, lagging far behind the crowd, looked a dead cert for eighth, but Oz Brown managed to snatch defeat at the very last moment with another handling debacle as he spun off on the last corner, leaving Tim with a grin on his face as he zipped past to take seventh!

▼ Approaching the hairpin on the Italian circuit.



THE BIG RACE RESULTS!

RACE	1	2	3	4	5	6	7	8	TOTAL
JAZ	8	1	3	4	1	2	1	2	50
PAUL	1	8	4	2	2	8	3	1	54
RICH	5	2	1	8	3	3	2	3	52
RAD	2	3	8	1	8	8	7	4	50
FRANK	3	4	8	7	8	1	4	8	56
TIM	4	8	2	3	7	8	8	7	51
GAZ	8	7	7	8	4	4	8	8	55
OZ	7	8	8	8	8	7	8	8	62

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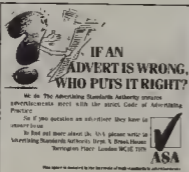
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PRE VIEW

SPACE GUN

SPACE GUN OCEAN

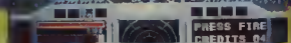
Taito released the Space Gun coin op last year and the combination of a truly massive screen and the Op Wolf style of play made it something of a minor hit. The object of the game is simple, just walk through the labyrinthine passages of a spaceship, removing any aliens you encounter with your big gun! You also have to rescue human hostages as they try to escape from the twisted alien space fiends. The graphics are reminiscent of the Aliens movie, with hundreds of slimy space critters roaming around the dark, smelly ship. The arcade game featured some impressive sprite scaling and rotation, but this has been lost from the Amiga conversion. The graphics though, are still quite nice and the version we saw had some lovely animation. It's a game for one or two players and with a pal, the game takes on a whole new dimension. Teamwork and cooperation are the order of the day (as well as a bit of competition to grab the extra weepone). The game can be used with mouse or keyboard, but ideally you should play it with the Trojan light gun.



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PREVIEW

PARASOL STARS

PARASOL STARS OCEAN

Parasol Stars is an arcade license with a difference. It was never in the arcades. This smashing Tailo game is the third in the Bubble Bobble series and is a direct successor to Rainbow Islands. The game only appeared on the PC Engine, but Ocean have recognised its potential and snapped it up. The game has been programmed in-house by Ocean's own boys and from what we've seen, it's identical to the original Engine game. The game looks very much like Rainbow Islands, but instead of rainbows, you have to use an umbrella as a weapon. You can whack the beddies as you leap from platform to platform, but smart dudes will collect the raindrops. These drop from platforms and can be caught on the top of the broil. The more you catch, the more power you build, letting these raindrops go, unleashes a massive burst of power. There are the usual Rainbow Islands hidden screens and bonuses, as well as a few secret treats that weren't in the PC Engine game. The graphics are cute, the gameplay simple and this game has all the makings of a massive smash hit.

VERSION

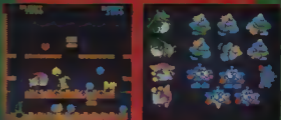
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PREVIEW

LEISURE SUIT LARRY

SIERRA

Hal Leisure Suit Larry, the sadly dressed and infinitely lecherous pervert from the famous Sierra PC games, is about to appear on the Amiga. This means you'll be able to pick up girls, watch strip shows, gamble illegally and perform all manner of seedy tricks. Larry is a sexist pig and it's your task to guide him through a very dodgy adventure. The plot is very, very interesting, but seeing as this is a family magazine, we can't really tell you what it's about. This game has been available (for adults) on the PC for a very long time and it's sequels now number four. This, Larry's first, is generally considered to be the best of the lot. The Amiga has been put to good use and both the graphics and sound are far superior to the PC version. It's an icon driven adventure, along the lines of Monkey Island, but with a different control system. The Amiga version comes on a massive six disks, so there should be a whole lot of lecherous gaming antics for all you Amiga owning

VERSION

DATE

PRICE

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£TBA



SHADOWLANDS

DOMARK

In a time when Dungeon Master, Captive and Eye of the Beholder have taken the RPG world by storm, it seems a little odd that someone should try a new formula for the genre. Domark have done just that, with their upcoming release, Shadowlands. This uses an isometric 3D viewpoint, as opposed to the

3D scenario we've all become used to. It borrows influence and ideas from all sorts of games in the genre, but adds a few new features and some brilliantly flexible controls. Basically, you take control of a party of four warriors. It's the same old story, each has different abilities, Wizard, Priest, Warrior etc. You can alter their attributes and powers, but strangely, this is a random process. Obviously these abilities can be improved as you progress through the game. One nice feature in the game, is the use of lighting in the lower dungeons. The torches give off limited light, so you can only see the illuminated sections of the dungeon. The party can walk around as a group, or you can split them up and send each off on a different mission. It's very easy to control the party members and switching between them is simplicity itself. We've seen a nearly finished version and the game is looking good! Look out for a review soon!

VERSION

AMIGA

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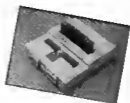
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THE VIEW

Now there's a name and a hint - but will the game match up to that cheeky title? Actually, it probably will - 'cos Palace are hoping for great things with this fab-looking little racer. Pull on your poshest black leather trousers, slick a huge helmet over your head and take control of a mega cool 500cc racing bike for 3D thrills 'n' spills.

As you can see from these shots, the game is looking well tasty, featuring one or two player luffs across 12 different international circuits, loads of different views and lots of computer controlled bike boys to burn up. Look out for the game in the Spring, when we'll bring you the full lowdown!

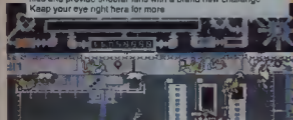
Whoops dept Last month we printed the picture of this lovely lassie next to Top Racer when this is the game she's supposed to be promoting. It's all the fault of Jon Billington - but we'll let him off 'cos CVG's own boy racer claims he's winging motors and 'nuff said!

HOSTILE BREED PALACE



Still with those busy beavers down at Palace - they're set to unleash a brand new shoot 'em up on an unsuspecting world - and it's looking like the biz! Basically you're stuck in this research station and in a bid of bothar 'cos all sorts of alien scumbags are overrunning the place and it's up to you to blow 'em back where they came from.

The game scenario, it must be said, borrows more than a little (actually quite a lot!) from the Teen 17 Amiga smash Hostile Breed. Whether the game plays the same way remains to be seen, but Palace say they'll put you against intelligent hostiles and provide shooter fans with a brand new challenge. Keep your eye right here for more.



VERSION
AMIGA

DATE
MARCH

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HOT RUBBER - BORN TO BURN PALACE



VERSION
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